Privateer Press™

NO QUARTER MAGAZINE

ISSUE Nº 2
$5.99

WARMACHINE™

ALEXIA'S RETURN

She has Witchfire back and she's headed for WARMACHINE!

IRON KINGDOMS

THE SECRET WAR!

Witch-hunting in the Iron Kingdoms

HORDES™

Trollblood, the Circle, the Legion, and SKORNE!

SEPTEMBER 2005

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On the Cover

Wraith Witch Deneghra

Suffering eternal, Death denied… In the service of Lord Turok, death is not the end of usefulness. After having her body and soul separated in a duel with her twin, Deneghra returns in *WARMACHINE:Apotheosis* altered, but more than potent.

Matt Wilson

Award winning illustrator and game designer, Matt Wilson is a founding member of Privateer Press and as the creative director continues to define the vision that drives the Iron Kingdoms and WARMACHINE. View more of his artwork at **www.mattwilsonart.com**.

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No Quarter Magazine

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FIRE IN THE HOLE!

By now most have heard the announcements. Hordes is coming. Far from the new factions many of you assumed we were cooking up over the last few months, Hordes will be an entirely new game. For those of you wondering what it means to you as players and readers of No Quarter Magazine, I thought I'd take this space and let you know what to expect.

These are not new factions for WARMACHINE. Hordes has no warcasters, no focus, and no warjacks to drive. This is WARMACHINE's feral twin. Warlocks, warbeasts, and primal rage are your tools on this battlefield. At the same time it is still western Immoren. These are the conflicts with which you are familiar, just from another perspective. It is a perspective with fur, fangs, and anger management issues.

The great news is players do not have to choose between the two games. Although drastically different and innovative in game play, the core combat system will be the same as in WARMACHINE. If you know how to charge, roll to hit, and boost – you will know a large part of what it takes to play Hordes. As I said, these are *not* new WARMACHINE factions. They *will be* a great addition to your WARMACHINE or Iron Kingdoms collection though. Because of the shared world and backgrounds, these will fit on any tabletop you have.

Privateer Press hates the idea of incompatibility and refuses to force players to choose one of our products over any other. No Quarter Magazine runs on exactly the same principles when it comes to our content. We include RPG stats whenever possible with WARMACHINE materials. We are even working on ways to make our RPG content more compatible with WARMACHINE (more on this in NQM#3). Even our fiction has applications for players of either game system. When we cannot maintain direct compatibility, we make certain all content is fairly balanced and distributed among the possible interests of our players. We do not want anyone missing out on the fun.

With Hordes entering the picture, we will continue on this path. You will see more and more content for the new system but never at the expense of the products you know and love. We love those products too, and we will not be putting anything on the back burner here just to show off the new goodies.

What does Hordes mean to you? It is a new system to sink your teeth into with new characters and storylines to explore. It includes four new factions you can play vs. your WARMACINE armies. It brings big mother-thumping warbeasts. It also means amazing new models that leap right from the pages of the *Monsternomicon* and spring fully formed from the foreheads of our artists and designers. We will deliver it all to you as well as WARMACHINE and Iron Kingdoms content.

In this issue of No Quarter you will see a brief preview of the four Hordes factions. This should give some context for the game and show how they all fit into the Iron Kingdoms. As I type this we are still testing and developing the details, but we wanted to make certain you got an overview as soon as possible. We hope you enjoy it as much as we have enjoyed making it, and as always let us know what you want from us. With your feedback, No Quarter Magazine will continue to bring you the best in WARMACHINE, Iron Kingdoms, and now Hordes content.

Duncan Huffman
-Editor in Chief

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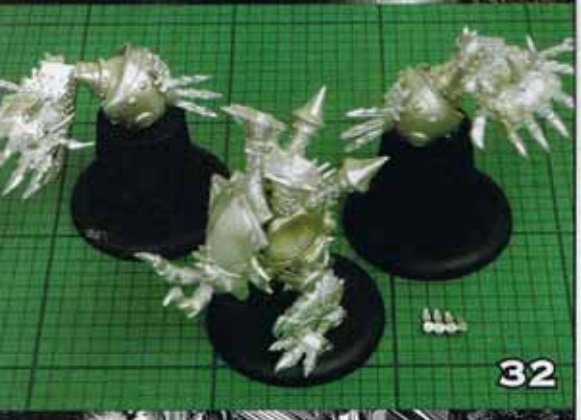

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September Releases

Epic Cryx Warcaster Lich Lord Asphyxious

Masterfully positioning and manipulating his enemies, the newest Lich Lord of the Dragonfather's legion waits for his perfect moment. That moment will quench his appetite for destructive power as the life of western Immoren is extinguished.

- Sculpted by Chaz Elliot

PIP 34036 $19.99

Cryx Warcaster the Witch Coven of Garlghast

The mysterious Witch Coven of Garlghast have stepped from the shadows, revealing their murderous tendencies to the inhabitants of the Iron Kingdoms. Twisting possibilities to their whim and unleashing arcane magic yet to be seen upon the mainland, these puppeteers are a terror to behold on and off the battlefield.

- Witches sculpted by Kev White
- Egregore sculpted by Jason Hendricks

PIP 34035 $14.99

Draegyn – The Black Bastard
• Sculpted by Paul Muller
PIP 81034 $4.99

Professor Viktor Pendrake – Adventuring Scholar
• Sculpted by Jose Roig
PIP 81035 $5.99

Mercenary Croe's Cutthroats (2)

A murderous band of Mercenaries, Croe's Cutthroats prefer stealth and guile to confrontations of brute strength. They utilize poisoned weapons to bring down their targets, and many have fallen to their unseen hands.

• Sculpted by Jose Roig
PIP 41027 $9.99

Mercenary Croe's Cutthroats Unit Box
• Sculpted by Jose Roig
PIP 41026 $29.99

September Releases

Epic Khador Warcaster
Forward Kommander Sorscha Kratikoff

Succumbing to the rigors of war and loss, Forward Kommader Sorscha Kratikoff as been transformed into a tool of absolute destruction. Unrelenting in her duty and dedication, she unleashes her fury upon those that foolishly stand against her.

• Sculpted by Jerzy Montwill
PIP 33034 $9.99

Not Pictured:

Lord Vyros Thossor –
Iosan Eldritch & Sythis
PIP 81009 $7.99

Khador Warcaster the Old Witch of Khador
• Sculpted by Greg Clavilier
PIP 33033 $24.99

Epic Protectorate Warcaster
Testament of Menoth
• Sculpted by Kev White
PIP 32033 $14.99

Protectorate Warcaster
High Allegiant Amon Ad-Raza
• Sculpted by Bobby Jackson
PIP 32032 $9.99

Cygnar Warcaster
Major Markus 'Siege' Brisbane

Major Markus 'Siege' Brisbane lives constant conflict and war. Throughout his twenty years of Cygnaran service, he has been called upon constantly to level enemy fortifications and outposts. He skillfully earns his moniker time and time again.

• Sculpted by Kev White
PIP 31032 $9.99

Epic Cygnar Warcaster Lord Commander Stryker
• Sculpted by Paul Muller
PIP 31034 $14.99

October Releases

Khador Behemoth
Unique Heavy Warjack

Carrying the most sophisticated weapons available to the Motherland, the Behemoth is the vanguard warjack of the Empire and a testament to its ingenuity.

• Sculpted by Mike McVey
PIP 33036 $49.99

Cryx Deathjack Unique Helljack

For centuries the infamous Deathjack has terrorized western Immoren, but the legions of the Dragonfather have managed to enslave and press it into service. Fueled by incessant hunger and hatred, the Deathjack is an unstoppable killing machine

• Sculpted by John Winter
PIP 34038 $49.99

Not Pictured:

Curator & Beast –
Nonokrion Order Infernal
PIP 81043 $5.99

Umbral Warrior -
Infernal Umbral Reaver
PIP 81044 $5.99

Umbral Assassin -
Infernal Umbral Reaver
PIP 81045 $5.99

Umbral Sorcerer -
Infernal Umbral Reaver
PIP 81046 $5.99

Harlan Phineas Versh -
Illuminated One
PIP 81050 $5.99

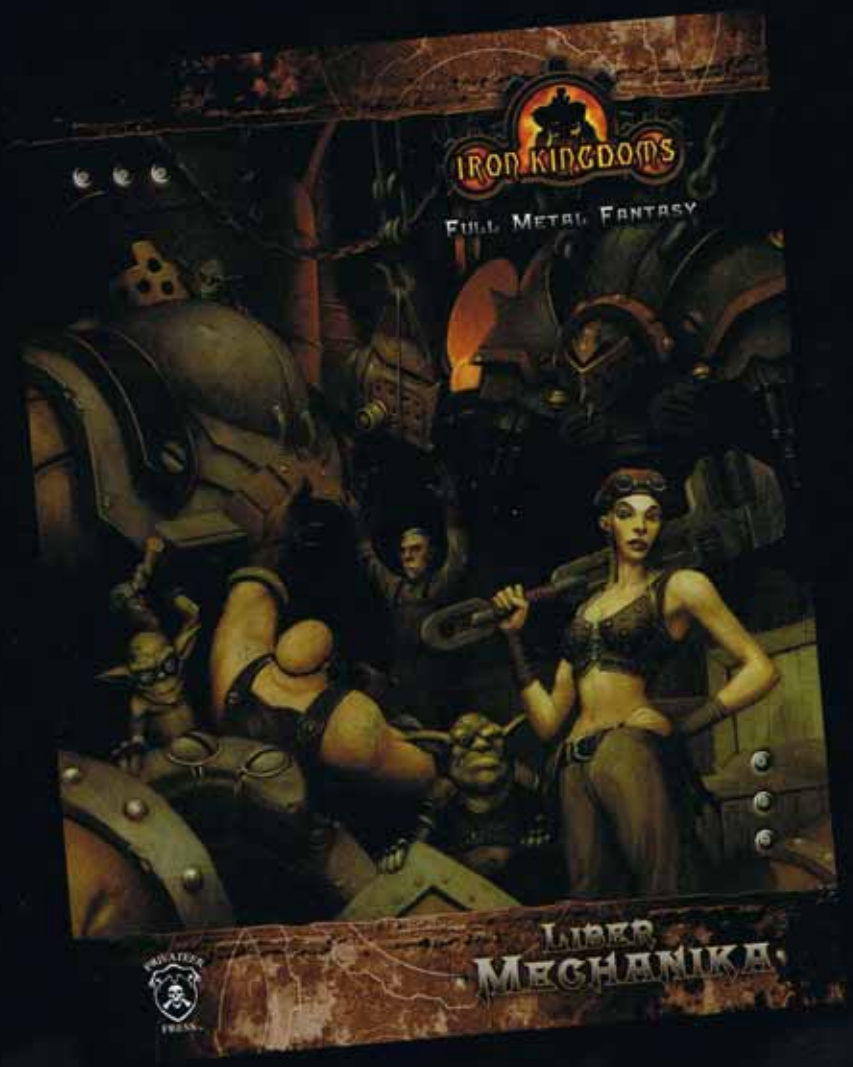
Mercenary Thrall Warrior
• Sculpted by Paul Muller
PIP 41030 $5.99

Mercenary Risen (3)
• Sculpted by Paul Muller
PIP 41029 $8.99

Mercenary Alexia Ciannor & The Risen Unit Box

Drawn to the chaos and bloodshed of war, Alexia Ciannor has turned to the life of a mercenary as a means to increase her knowledge and power of death magic. With the Witchfire in hand the ability to raise and control the dead has come to her with ease. Once upon the battlefield all sides must watch one that wields such power intensely.

• Alexia Sculpted by Kev White
• Risen Sculpted by Paul Muller
PIP 41028 $34.99



A how-to guide for the Mechanik in all of us...

LIBER MECHANIKA

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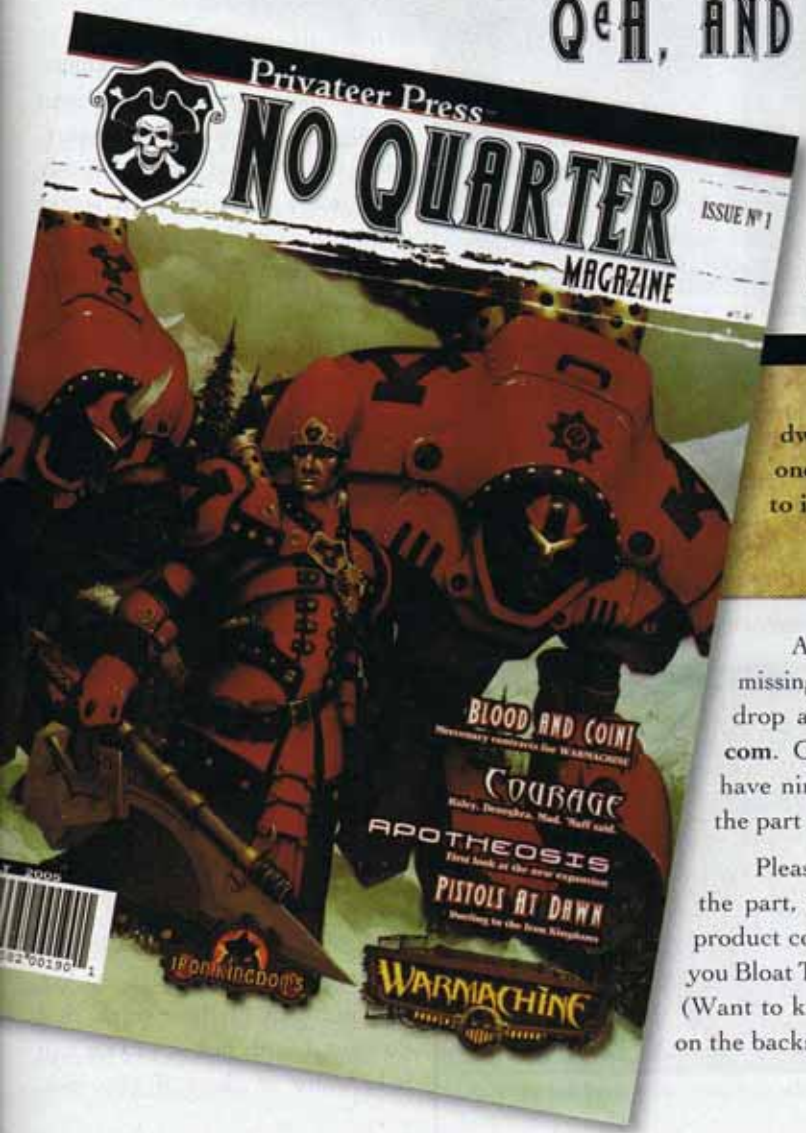
BOATSWAIN'S CALL

LETTERS TO THE EDITOR, Q&A, AND GENERAL SHENANIGANS



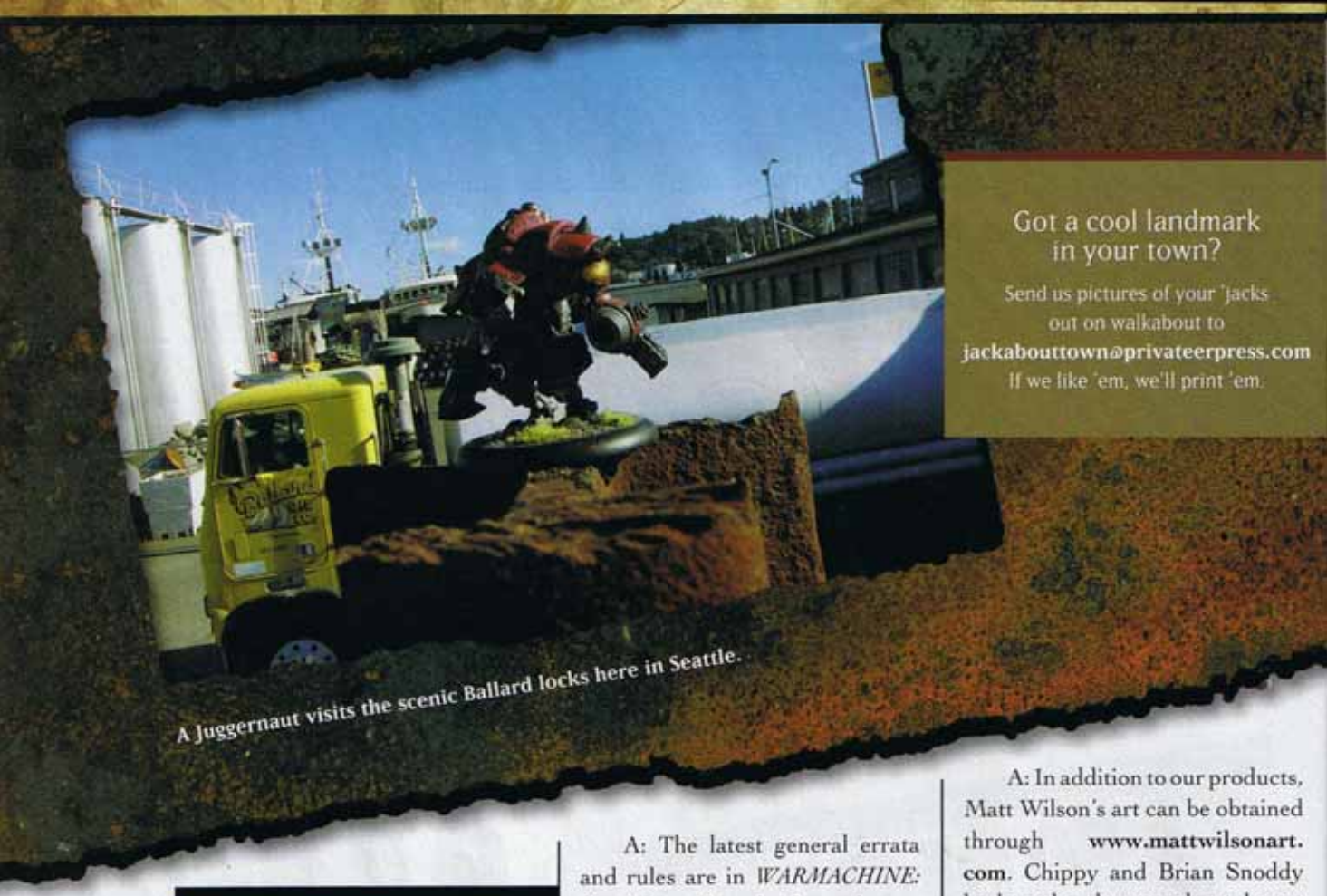
Now that we have two issues under our belts, we thought we would share some of the questions that popped up since No Quarter Magazine #1 hit the shelves.

Q: I have a miscast piece in my new dwarves. Is there any way I can get a new one, or does my shop have to send it back to its distributor?

—Tony D.

A: No worries Tony. If you ever have missing, miscast, or otherwise misbehaving pieces, drop an e-mail to **frontdesk@privateerpress.com**. Our customer service ninjas (yes – we have ninjas, pirates, AND robots here) will get the part out to you the next day.

Please remember to include a description of the part, any included packing number, and the product code so they don't have to guess and send you Bloat Thrall backsides instead of what you want. (Want to know why the Bloat Thrall is stitched up on the backside? So it doesn't leak, of course)



A Juggernaut visits the scenic Ballard locks here in Seattle.

Got a cool landmark in your town?

Send us pictures of your 'jacks out on walkabout to **jackabouttown@privateerpress.com** If we like 'em, we'll print 'em.

Q: I own my own shop. Can I host a tournament myself or do I need a Press Ganger?

—Miguel R.

A: Although we recommend a Press Gang member for help with rules and to help you set up and run the event, shop owners can run tournaments by themselves, no problem. We recommend going to **www.privateerpress.com/retailer** to get the latest forms and to find out if there is a Press Gang member in your area who might be able to assist.

Q: How can I get rule clarifications? I'm new to the game, and I don't know how to find answers.

—FatTeddy

A: The latest general errata and rules are in *WARMACHINE: Escalation*. Also, the few rules we have changed since Escalation are on the new color cards which should be available in your local shop. If you still have unanswered questions, you can chat with thousands of WARMACHINE players in our online forums at **www.privateerpress.com**. The rules forum is open for posting, and our very own rules thrall pops in from time to time with answers to any tricky bits.

Q: Where can I get prints from some of your artists? You have some of the best cover/interior art I have ever seen and I MUST own some! Particularly, Chippy, Brian Snoddy, and Matt Wilson. I have the books, but I want prints for my walls.

—Art-o-vore

A: In addition to our products, Matt Wilson's art can be obtained through **www.mattwilsonart.com**. Chippy and Brian Snoddy both make the rounds at larger conventions, and you can purchase prints there. They should have websites up soon (so they tell us). We'll print the links as soon as we have them.

Q: Why do I only get 1 card for X model but 4 cards for other models in the decks? And why do some trooper blisters come with no cards?

—Erik N.

A: Models with no health boxes (i.e. most troops) require only one card on the table no matter how many units are fielded since you do not have to keep track of them separately. One hit & they're pushin' up daisies. We put multiples of the models that do have health boxes so you can field more of them if you like.

The card boxes are designed for typical armies of up to about 1000pt game values.

The trooper blisters do not include a card since they require a unit leader to field them, and the leader, along with the stat card, come in the troop box.

Q: Are the merc contracts a rule or just "fluff"? I read No Quarter #1 and am thinking about playing an all mercenary army.

—Kelly G.

A: The contracts in No Quarter #1 were the first time we ever printed a rule for building an all mercenary force. To answer your question simply, it is a new rule. Folks have been building all merc lists since Gorton came out last summer, but we have never detailed how it was to be done or what stories drove the mercenaries to fight alone. Now we have a full system for you sellswords out there and solid storyline material to boot.

Q: Just wondering how NQ is doing sales wise. Personally I'd love for it to be an on going thing, and I realize this is wholly dependant on whether or not it's successful. Will we ever see subscriptions? Is it too early to tell?

—TomxJ

A: Simply put, No Quarter #1 out performed all of our expectations. We had shops across the planet reordering on the same day it was released. The general buzz and success has been a bit overwhelming.

Subscriptions are an idea we are still considering, but for now we feel it worked well to have the local game shops be the "newsstand" for this particular publication. The more you ask for it, the more they see the demand for the game, and the more they see what Privateer Press can do for them in return. The local stores are where Privateer Press products live and breathe, and we want to give them all the tools they need to succeed.

Q: What is a gold card?

—Drex

A: A "Gold Card" is a championship award for competing in an official WARMACHINE tournament. Players who win the day fill out a certified form and send in a copy of the list that won their championship game. We verify the win and send them "gold" trimmed shiny versions of the cards in their list.

Shops who want to have a gold card event (such as a STEAMROLLER tournament) can download all the forms at **www.privateerpress.com/retailer**.

Q: When will we see Nyss mercs? (I like big swords) Are mercenaries a faction yet? Finally, where do I apply for the "running around screaming" position? I'm willing to relocate.

—Iron Hentai

A: Whoah there IH, slow down.

First of all, no Nyss mercs have been announced, but we think you will be happy with the sneak peak at Hordes later in this issue.

Secondly, while not called a faction, the mercenaries are as close to a faction as they can get. They have new rules (contracts in NQ#1) allowing them to fight without aligning with a faction and a new medal that can be won at tournaments.

Unfortunately, the running around screaming position is filled by several of the swabbies here. As soon as Matt keel-hauls another one, we'll let you know.

Q: Many years ago, Space Gamer™ magazine did a Naked Elf Women issue. Will NQ be following suit, and will Eiryss be featured?

Does the Butcher perform unnatural axe with Lola?

Will the stupid questions ever end?

—Focus

A: We don't think so.

Ask him, we dare you.

Obviously not Mr. Focus, obviously not.

MAXIMUM IMPACT

By **Jason Soles**

One of my favorite aspects of WARMACHINE is the modular construction of armies. A player can build a force using the same warjacks and units, but with the addition of a new warcaster he can have an army that performs radically different. Over the top in every way, the new models in *WARMACHINE: Apotheosis* epitomize this principle. These models are bigger, more complex, and have longer rules. No need to worry; we've got your back. Though the *Apotheosis* models may seem more complicated, each has an intuitive play style that becomes apparent with play.

Each warcaster is a specialist adept at dominating some aspect of play while utilizing the nuts and bolts present in every balanced army. With a little experience new players will master the nuances of these new warcasters and warjacks as they always have in the past. In the meantime a little help never hurts, so lean back and buckle in as I introduce you to the warcasters of *Apotheosis*. Keep your hands and feet in the car at all times. Some of these things bite.

CYGNAR

Let's start with Major Markus 'Siege' Brisbane. He is like Santa Claus with a fat bag of hurt. Virtually a Swiss army knife of lethal combinations and dirty tricks, Siege takes table control to a whole new level. The man carries hills and trenches in his back pocket and tears rifts in the earth with his mind. Sun Tzu could only dream of this guy's domination of the battlefield.

When it comes to Captain E. Dominic Darius, it's all about the warjacks!

Siege has the ability to push Cygnar's already potent ranged attack capabilities to the next level. Take him with your favorite ranged attack units and throw in a couple Defenders for heavier firepower. He can not only protect fragile Long Gunner and Gun Mage units by granting them cover and protection from blast damage at will through castings Fox Hole, but he can also ensure them all the advantages of elevation with his Higher Ground spell. Illumination cuts through enemy defenses including cloud effects, cover, and concealment. Not even Invisibility or Stealth makes a difference when your Trenchers let fly a fresh volley. Siege's Explosivo spell gives your Defenders a 3" AOE blast for taking out those pesky Widowmakers hiding in the woods. Missed? No matter with Explosivo's added area effect, there is still a strong chance you'll blow them into meaty vapor.

When it comes to Captain E. Dominic Darius, it's all about the warjacks! This guy is a rock solid, no nonsense, boot-in-your-ass sort of warcaster. For maximum effect take him with as many warjacks as you can manage, especially Ironclads, Centurions, and Stormclads—anything capable of

dishing out the heartache good and close in! Not only will his feat fully repair totaled warjacks, but his Full Throttle spell allows him to keep his battlegroup combat ready with a moderate investment of focus each turn. For three focus points Darius' whole battlegroup gains +2" of movement and can run, charge, or slam without spending focus. As if that were not enough, assuming they reach the enemy, they also get an additional die on all melee attacks for the round. The math works out so that the more warjacks under Darius's control, the better investment Full Throttle becomes. In 1000-point games consider giving him a disproportionate number of warjacks for greatest abuse potential. Spells like Fortify, Jack Hammer, and Manual Control are just icing on the cake.

That brings us to Lord Commander Stryker. Warning, Lord Commander Stryker is not for the timid. This guy is built to lead an army of Stormblades across a table to bring the hurt directly to the enemy. Born again hard, he is not merely a walking battering ram, but he also drastically increases the lethality of his beloved Stormblades. Sure, Elite Cadre increases the Stormblade MAT, RAT, and CMD by +1, but they also gain the ability to move up to 5" before the start of the game. They will be protected as they cross the table by Stryker's Deflection spell, granting them +2 ARM against ranged and magical attacks. Include a Journeyman Warcaster for his Arcane Shield and you will have a serious wall of firepower marching to war.

A Stormclad rounds out the army nicely, increasing the effectiveness of the Stormblades and giving Stryker a target for his Positive Charge spell. The warjack gains +2 STR and MAT as do all friendly Cygnaran models within 3". Assuming you have been wise enough to include a unit attachment, that would jump the damage of your Stormglaive attacks to 18 before you throw dice. Any questions?

Despite the loss of an arm, Haley is back with a promotion and one of the finest spell lists yet devised. Take her with enough Lancers to ensure she can target the enemy at will. That means more than one! Major Victoria Haley not only commands her own forces but also your opponent's. Take her with a good combination of mobile and hard-hitting models that can best exploit her amazing table control. Haley can open up charge lanes by moving friend and enemy alike with her Telekinesis spell. Domination allows Haley to move and attack with an enemy warjack. After abusing your enemy's ranks with the warjack's attack, rub salt in the wound by shooting it in the back a couple times or charging it in the rear.

All this amounts to taking her with a good mix of ranged firepower and melee beat down. Sure you will want to take Long Gunners, but you will want to have a Centurion or Ironclad on hand as well to take maximum advantage of her incredible maneuvers.

KHADOR

Karchev the Terrible is all about the warjacks... and the violence... and the chopping to bits. You get the idea. The man in the machine is such an instinctive warcaster that all warjacks in his battlegroup gain +1 MAT just by association. For a mere three

focus points, Karchev's Unearthly Rage spell gives all models in his battlegroup boosted melee attack and boosted melee damage rolls and enables them to damage targets normally only effected by magic attacks all through the power of hate! What all that amounts to is the more warjacks under his command, the more economic the focus expenditure becomes. Coupled with his Total War feat that enables the models in his battlegroup to charge without expending focus, actual focus allocations are obsolete, so Karchev can pretty much wade through Cygnar's disruption and cortex damage effects.

All right, let's get a little trickier. How about Karchev's signature 'Power Slide' maneuver? During your Control Phase, bump a point of focus into his Arcantrik Turbine, adding 2" to Karchev's movement and enabling him to ignore movement penalties from rough terrain. Then during his activation, cast Tow. Move up 6" while dragging three of Karchev's warjacks with him. At the end of his move, turn your back on the enemy to sling those 'jacks another 2" or so forward. Now it is time to move the warjacks. Isn't this fun? Turn one your warjacks are 8" outside of your deployment zone before the start of their activation. The look on your opponent's face is well worth the price of admission.

When you get close, Weald Secrets will allow your warjacks to charge across the roughest terrain.

Ready to make your opponent feel like a refugee from the Blair Witch Project? Meet Zevanna Agha, the Old Witch of Khador. The master of the cat and mouse game, the Old Witch ensures your forces will strike the enemy at will from a deceptively long distance. Take her with Destroyers who can best take advantage of her Augury ability allowing them to ignore Camouflage, cloud effects, cover, Invisibility, and Stealth when they open up with their Bombards. When you get close, Weald Secrets will allow your warjacks to charge across the roughest terrain.

Alright, so you've learned to freeze your opponent solid and kill his warcaster. Now try murdering his whole army and reducing it to bloody slush with Forward Kommander Sorscha Kratikoff. For starters, this is the patron saint of Winter Guard. All Winter Guard in an army with Sorscha gain +1 MAT, RAT, and CMD and Tough. As if that were not enough, Desperate Pace allows nearby Winter Guard to add 3" of movement or make an additional blunderbuss attack. Of course they also suffer -2 DEF and must pass a CMD check or end their activation, but sometimes you have to take risks. Of course you will want to cover the Winter Guard advance with Widowmakers under the effects of Shatter Storm. Anytime a model under the effects of Shatter Storm destroys a target, it explodes with a 3" AOE causing a POW 8 damage roll to all models within the template.

If I did not already mention it, heavy warjacks with Deep Freeze are dreamy. Any enemy model ending its activation within 2" of an affected model becomes stationary for one round. For best effect, cast it on a Devastator.

Vladimir Tzepesci, the Dark Champion, plays like the illegitimate child of Highlander and Fight Club. This guy is unstoppable, hit him with your best shot and he keeps coming, except now he's mad. The more abuse you heap onto him, the stronger he gets. By the time your opponent figures out how to take him down, you should have already shoved Dominion through his warcaster's face.

Take Vlad with some serious melee units like Iron Fang Pikemen and Doom Reavers. Vlad's feat, Blood Legacy, adds +3 to the stats of d3 +3 models. Just think about the tender mercies delivered by Doom Reavers with SPD 9 and MAT 10 delivering 16-point Fell Blade attacks on the charge before rolling four dice. While I'm thinking about it, just include a Manhunter right now speaking of bloody quivering sushi. The Hand of Fate and Transference spells just heap on the potential brutality of Vlad's army. There's nothing funnier than allowing those Doom Reavers to boost damage rolls by spending focus right from the man himself. Now that 16 damage attack is backed by five dice of damage. The mind boggles.

The Protectorate Of Menoth

As you look over the Harbinger for the first time, you may be confronted with the thought, "Holy god! Ten focus? A sword that never misses? This spell list reads like Revelation. A POW 20 attack spell? That has got to be a misprint! Are they insane?"

Oh ye of little faith, what did you expect from the true prophet of Menoth?

The Harbinger's abilities are best utilized with an army intended to engage the enemy head on. It's all about the Exemplar Seneschals, Zealots, Paladins, and Flameguard. The closer she gets to the enemy, the more powerful her army becomes. Once you are in striking range, launch her forward into an enemy model, and reap the whirlwind! As soon as the Harbinger swings on an enemy model, all friendlies in her command range gain boosted damage in melee. Coupled with her spells like Blessed Arms and Crusader's Call, your forces gain additional melee attack dice and +2" of movement on the charge.

The Harbinger's Martyrdom spell will allow your army to shake off the pesky effects of attrition by keeping key models alive. For the cost of d3 damage, the Harbinger can keep any non-warcaster Protectorate warrior model from being destroyed. No reason why your opponent shouldn't have to kill your Monolith Bearer two or three times to make sure he stays dead! Use excess focus points to heal damage from Martyrdom on the next turn.

Oh ye of little faith, what did you expect from the true prophet of Menoth?

In addition to being a ninja, High Allegiant Amon Ad-Raza is a potent warjack caster. For best effect, give him heavy hitters like Reckoners and Crusaders. Remember with his Synergy spell, it's the more the merrier so do not be shy with the warjacks. When the spell is cast all models

in Amon's battlegroup gain a cumulative +1 bonus on all melee attack and melee damage rolls for each model in Amon's battlegroup that has made a successful melee attack during the turn. It is like a blanket party with warjacks. His Mobility spell enables even the heaviest machines to pick up the pace, granting a target warjack +1 movement and All Terrain. Additionally, Amon's Union feat enables his warjacks to use his current SPD stat in place of their own. Crusaders charging 10" with focus to burn is just good times!

Grand Exemplar Kreoss is back and this time he's armor piercing! For best effect pair the top Exemplar with, you guessed it, Knights Exemplar. Not only do Knights Exemplar in Kreoss's army gain +1 MAT and CMD, but also they are immune to continuous effects and can damage models ordinarily only affected by magical attacks. His Inviolable Resolve and Sacrosanct spells will go a long way toward ensuring your troops safely cross the table before charging into the enemy ranks. Rounded out with a pair of Exemplar Seneschals, your army will have no trouble slamming its way through the opposition.

Playing with Lich Lord Terminus is like bringing a wrecking ball to the party.

Having taken a vacation in Urcaen, the Testament of Menoth is rested and ready for action. This guy is creepy. Not just creepy looking, he *plays* creepy. Like his previous incarnation, you will want to take this guy with plenty of infantry because souls are good and good for you. As your enemy does his worst, the Testament's Revive spell will let you pick and choose non-leader trooper models to return to life. Remember that models returned to play by Revive get to act the round they are put back in play, allowing you to position them wherever they can cause the most damage. It is a tailor made Zealot delivery system.

Cryx

Please allow a pause while Jason pops his knuckles, eases into his chair, takes a deep breath, and unleashes a peel of jackal-like laughter.

All better now. Let's talk about Cryx.

Playing with Lich Lord Terminus is like bringing a wrecking ball to the party. Bring along a small horde of models to ensure enemy ranged attacks don't scratch Terminus as he makes his way across the table. Anytime a would-be assassin takes a shot, Terminus's Sacrificial Pawn ability enables him to throw a thrall in the way and let it take the damage. Shadow of Death will even give the poor bastard a Tough roll to avoid destruction. I prefer using the Revenant Crew or Bile Thralls. Revenants will be virtually impossible to get through and Bile Thralls just pull double duty purging or dying as necessary. For sheer abuse, bring along a Slayer or Seether and make liberal use of Terminus's Rager spell. Before your opponent can cry "Broken," you'll have made mince meat of everything in the helljack's path. Remember to keep your jaw locked in a rictus grin and shake your head lamentably

at your opponent's misfortune as Terminus makes his helter skelter way across the table.

The Witch Coven of Garlghast is an incredibly versatile set of warcasters with a massive amount of focus to deal. Most of their spells are complimentary, so expect to rely on your whole army to deal out the damage. Leviathans are stone killers when assigned to the Coven's battlegroup. Their chances of hitting can be increased to Cygnar-like levels with a casting of Puppet Strings. Infernal Machine makes them into melee monsters by adding Terror and +2 MAT and movement. Ordinarily fragile thrall units can easily make their way across the table thanks to Ghost Walk and Occultation. Now you can assign Stealth to your models at will.

These ladies do not take the heat so well, so you will want to keep them in the back row, which is no big deal with their 18" control area. Just remember to bring along enough bonejacks to cover all the dirty work.

Lich Lord Asphyxious practically demands to be accompanied into battle by an army of thralls to serve as fuel for his fire. His Black Offering ability allows him to upkeep spells by sacrificing a model rather than spending focus. Potent melee fighters like Bane Thralls can potentially pull double duty. Once they have fought their way across the table and suffered the brunt of enemy attacks, they may be temporarily returned to play for an encore performance by Asphyxious's Spectral Legion feat.

Consider the possibilities of the Excarnate spell. Faster than you can say "Necromancy", this particularly creepy little number will lead to undead Eiryss pitching crossbow bolts into Stryker's face. Imagine Vlad's expression when a zombie Manhunter starts cleaving away at his backside with a pair of weapon mastered axes.

You will get the most of Asphyxious in 1000-point games where his Convocation spell enables him to utilize a second warcaster's offensive spells in addition to his own.

Wraith Witch Deneghra is tailor made to deconstruct your opponent's army on the battlefield. With seven offensive spells, mass murder has never looked so good. Whole units can be consumed with Hellmouth or made docile with applications of Tenebrous Exile. Aim your enemy's guns for him with Marked for Death or take control of the gunners personally with Dark Seduction. Force enemy units to huddle together with the Harrowing then execute them with Venom. Charge an enemy warjack and do your worst, then Dark Banish it behind you into the loving embrace of a helljack. She simply owns the table.

Just remember that as much fun as running circles around your opponent is, once you have killed or enslaved all your opponent's troops, it will be time to get down and dirty. Bring along some helljacks or you may not live to regret it. Deneghra simply lacks the punch to take down hard targets personally. I speak from experience when I say waiting for Corrosion to defeat the Butcher is no fun at all.

Bring along an unpleasant mass of thralls to make the most of her Web of Shadow feat. Once you have shadow bound everything within a 14" radius, waltz your Bile Thralls over and purge at will or charge in with teaming hordes of Mechanithralls.

AFTERMATH

In no way is this tactics article intended to be all-inclusive. It would take a volume hundreds of pages longer than *Apotheosis* itself even to scratch the surface. Clearly there is no substitute for experience, so you best heft your new casters onto the table, grab a fistful of dice, and make the grass grow.

Jason Soles is lead developer of WARMACHINE.

Alexia Ciannor and the Risen

Warcaster

"She's no mercenary—she's a menace! Ask any citizen of Corvis about the Longest Night when the risen came from the sewers at her call. You can't trust her, and you can't control her."

Commander Julian Helstroon, leader of the Corvis Watch

Few individuals have been at the crux of so many infamous events in so brief a time as Alexia Ciannor. Perhaps she was born under the baleful light of Loris, the cursed moon, for her life has been filled with tragedy and terror. The power of sorcery has long pulsed in the women of her bloodline. Alexia's mother, Lexaria, was decapitated as a witch in the Corvis Witch Trials of 593 AR when Alexia was only seven years old. The girl was raised by her kindly uncle, a Morrowan priest named Pandor Dumas, who hoped to spare Alexia these horrors. He could not predict the power which would blossom in the girl nor her thirst to reconnect with her dead mother.

This unhealthy obsession led her to unearth the Witchfire, the very instrument of execution for her mother's coven and a prison for their souls. This powerful unholy relic is a necromantic fulcrum causing the dead to rise spontaneously, and it contains an unquenchable thirst for the blood of mages. Formerly wielded by the head of Vinter Raelthorne's Inquisition, this sword has brought both misery and salvation to the City of Ghosts. In Alexia's hands, the sword has raised armies of the risen, first to ravage the city and later to save it by defeating the Skorne invasion during the Battle of Corvis. Alexia has walked a strange path between light and darkness. By helping to save Corvis she fulfilled an enigmatic Morrowan prophecy, yet she has left destruction and sorrow in her passage.

Alexia's heart is also conflicted; she has fought to retain her humanity and reconcile the lessons of her uncle with the whispered council of the spirits haunting her. She is not

entirely sane. Her mind is wracked by peculiar obsessions and supernatural influences. In one misguided attempt to resurrect her mother, she used a giant Cyrissist mechanism to free the souls of the coven from the Witchfire, but she became an unwilling receptacle for those spirits. Through sheer force of will she has retained control of herself, but she is haunted by voices only she can hear. Sometimes she can be seen debating the empty air, screaming for them to be silent. While her sanity is in question, perhaps the counsel of her mother's spirit has prevented her from succumbing entirely to evil. It is sometimes difficult to tell whether her will is her own, or if she is a pawn to the sword which dominates her destiny.

She was free of the blade for a short time after the liberation of Corvis when this relic was taken by the Church of Morrow. At first interred below the Grand Cathedral, it was determined to be too dangerous. High Prelate Dumas sent the blade south to the Sanctuem hoping the primarch could end its malignant influence. Alexia heard its siren call, could not resist temptation, and attacked the caravan on the King's Highway and stole the sword from its guardians. She is now hunted by the Church of Morrow and the Order of Illumination, but she has managed to evade them.

Alexia has turned to the mercenary life, drawn to the chaos and bloodshed of the war between Khador and Cygnar. She conceals her identity but has offered her services to both sides, finding war a crucible for the power she is still learning to master. She is careful to avoid battle-chaplains of the Church but intends them no violence, for they remind her of her beloved uncle. Despite the laws against necromancy, many beleaguered captains and kovniks are eager for any assistance and are willing to turn a blind eye to her tainted power. These battle-weary veterans feel it only proper to turn death against itself. Alexia is reputedly eager to confront Cryx in the Thornwood and other wild places along the front lines. She sifts through the remains of thralls, skarlocks, and bonejacks in an attempt to understand their fabrication and broaden her mastery of death magic.

SPECIAL RULES

ALEXIA			CMD		9
SPD	STR	MAT	RAT	DEF	ARM
6	4	5	4	15	14

PISTOL

RNG	ROF	AOE	POW
8	1	—	10

WITCHFIRE

Special	POW	P+S
Multi	8	12

Damage	5
Point Cost	52
Field Allowance	C
Victory Points	1

Base Size: Small

Mercenary
Alexia Ciannor will not work for Cryx or the Protectorate.

Alexia
Comand Undead - During her activation, Alexia may attempt to take control of one enemy undead unit in her command range. Target unit must make a command check. If it fails, Alexia's controller may activate and control the unit once this round.

Commander - Alexia has a command range equal to her current CMD in inches. Friendly mercenary models/units in her command range may use her CMD when making command checks. Alexia may rally and give orders to friendly mercenary models/units in her command range.

Death Magic - Alexia may remove a friendly Risen in her command range from play to prevent one damage point, to make an additional attack, or to boost an attack or damage roll. Alexia may remove any number of Risen from play each round.

Risen - When deploying Alexia, place a friendly unit of six Risen in play. Immediately remove friendly Risen from play if Alexia is destroyed or removed from play.

Magic Ability [8]
As a special attack or action, Alexia may cast one of the following spells during her activation. Instead of making a skill check to resolve a magic attack, determine the success by rolling 2d6 and adding Alexia's Magic Ability score of 8. If the roll is equal to or exceeds the target's DEF, the attack succeeds.

Craft Thrall Rune (★Action) - Remove target friendly Risen within 5" and replace it with a Thrall Warrior under your control. The Thrall may activate this turn if the Risen model did not activate yet this turn.

Paralytic Fear (★Attack) - Target model within 10" and LOS suffers a POW 12 magic attack. A living model/unit hit by Paralytic Fear must pass a command check or forfeit its movement during its next activation.

Strength of Death (★Action) - Friendly Risen in Alexia's command range gain boosted attack and damage rolls this turn.

Witchfire
Mage Killer - Witchfire attacks may damage models only affected by magic attacks. When resolving Witchfire attacks, ignore unspent focus on target models with the Focus Manipulation ability.

Raise Dead - When a living model is destroyed within 15" of Alexia, place a Risen model in play within her command range. This model is part of her Risen unit. If all models in the Risen unit have been destroyed or removed from play, this model forms a new unit. Alexia cannot have more than 20 Risen models in play at a time.

Spell Ward - Alexia cannot be targeted by spells, friendly or enemy.

RISEN

UNIT

RISEN				CMD	3
SPD	STR	MAT	RAT	DEF	ARM
5	4	3	3	10	11

CLAWS

	Special	POW	P+S
	—	2	6

6 Troops	0
Field Allowance	0
Victory Points	0

Base Size: Small

SPECIAL RULES

RISEN

COMBINED MELEE ATTACK - Instead of making melee attacks separately, two or more Risen in melee range of the same target may combine their attacks. The Risen with the highest MAT in the attacking group makes one melee attack roll for the group and gains +1 to the attack and damage rolls for each Risen, including itself, participating in the attack.

MOB - Instead of making normal melee attacks, two or more Risen may attempt to mob a model in base-to-base contact with them to knock it down and pin it. No attack roll is required for a mob attack. The Risen with the highest STR in the attacking group rolls a d6 and adds its STR. The Risen gains +1 for each Risen, including itself, participating in the attack. The target then rolls a d6 and adds its STR. If the total for the Risen exceeds the defender's total, the defender takes no damage but is knocked down and pinned. At the start of the pinned model's activation, both the pinned model and one Risen in base-to-base contact with the pinned model roll a d6 and add their STR. The Risen gains +1 for each Risen, including himself, in base-to-base contact with the pinned model. If the defender's total exceeds the Risen total, it may stand up normally. If the Risen win, the pinned model's activation ends and it remains pinned. A model that cannot be knocked down cannot be mobbed.

RAISED - A player including Alexia in his army also begins the game with a unit of six Risen. This unit has no leader and may only receive orders from Alexia. If Alexia is destroyed or removed from play, her Risen unit is immediately removed from play. Risen put in play by Alexia are part of this unit. If the last model in this unit has been destroyed, additional Risen put in play form a new unit.

UNDEAD - Risen models are not living models and never flee.

Her ultimate desire is the power of life over death, so she can exorcise her mother's spirit from her mind and restore her to life. Alexia is also fascinated by the rites and rituals of the Menites and is as eager to face them in battle as Cryxian necromancers. Recently she has heard the legends of the High Reclaimer, now called the Testament, and thinks he may know the secrets she lacks. She will not ask him politely, rather she hopes to witness him crushed and then force him to break his vow of silence at the tip of the Witchfire. Certainly it is a deranged and impossibly ambitious goal, but Alexia has never been prudent nor cautious.

With the Church of Morrow bent against her, Alexia keeps on the move and never stays with one company long. The dead rise and throng to the Witchfire when she fights on the battlefield. Even hardened commanders of Cygnar and Khador eventually shrink from these unholy reinforcements and turn her away. Still, across the many battles and skirmishes of the war front there is no shortage of those willing to try her mettle. Staying just one step

THRALL WARRIOR

ahead of the Order of Illumination, she has vowed that no one will pry the Witchfire from her hands.

She retains some spark of morality, however twisted, and refuses to offer service to those she deems beyond redemption, such as the minions of Lord Toruk. The Cryxians are eager to destroy her and reclaim the Witchfire which was once buried and forgotten under the ruins of Castle Moorcraig before it was stolen by Inquisitor Dexer Sirac. She is also shunned and loathed by the Menites, for her sorcery is an abomination of their god's will. With no home, no kingdom, and no place of refuge, Alexia is doomed to a life of constant battle and bloodshed. She is a fugitive safe only at the heart of tumult in the front lines of war.

Alexia can call upon two distinct types of the unliving in battle to provide timely diversions and possibly turn the tide of a desperate engagement. As it is the more hard-pressed commanders who agree to use Alexia in the first place, they will turn a blind eye to these loathsome allies, at least so long as they are sent against the enemy. Alexia has long demonstrated a unique and disturbing aptitude for necromancy embodied by her carefully constructed thrall guardians. These glyphed constructs are stronger and more capable at warfare than most of their mindless kin and are able to follow complex orders and act on their own initiative.

By contrast, the risen are a spontaneous manifestation of the enormous dark power of the Witchfire, which animates the slain and forces them into temporary service. These less sophisticated unliving soldiers make up for their lack of hardiness with sheer numbers. They do not linger after battle. Instead they fall to the earth as unmoving corpses once the Witchfire is done with them. The sight of these former comrades and enemies rising up from the blood-drenched battlefield can unnerve even hardened soldiers who frequently have a difficult time continuing to fight alongside Alexia after witnessing this abomination.

THRALL WARRIOR				CMD	7
SPD	STR	MAT	RAT	DEF	ARM
5	6	6	3	11	14

GREAT SWEAR

	Special	POW	P+S
	—	4	10

Point Cost	0
Field Allowance	0
Victory Points	0

Base Size: Small

SPECIAL RULES

THRALL WARRIOR

CREATED - The Thrall Warrior does not begin the game in play. When Alexia Ciannor casts Craft Thrall Rune on a Risen, the model is removed from play and replaced by a Thrall Warrior mercenary solo under your control. Any number of Thrall warriors can be in play at any time. A Thrall Warrior may activate the turn it was created if the Risen that was removed did not activate yet this turn.

Undead - The Thrall Warrior is not a living model and never flees.

Weapon Master - The Thrall Warrior rolls an additional die on its melee damage rolls.

CROE'S CUTTHROATS

UNIT

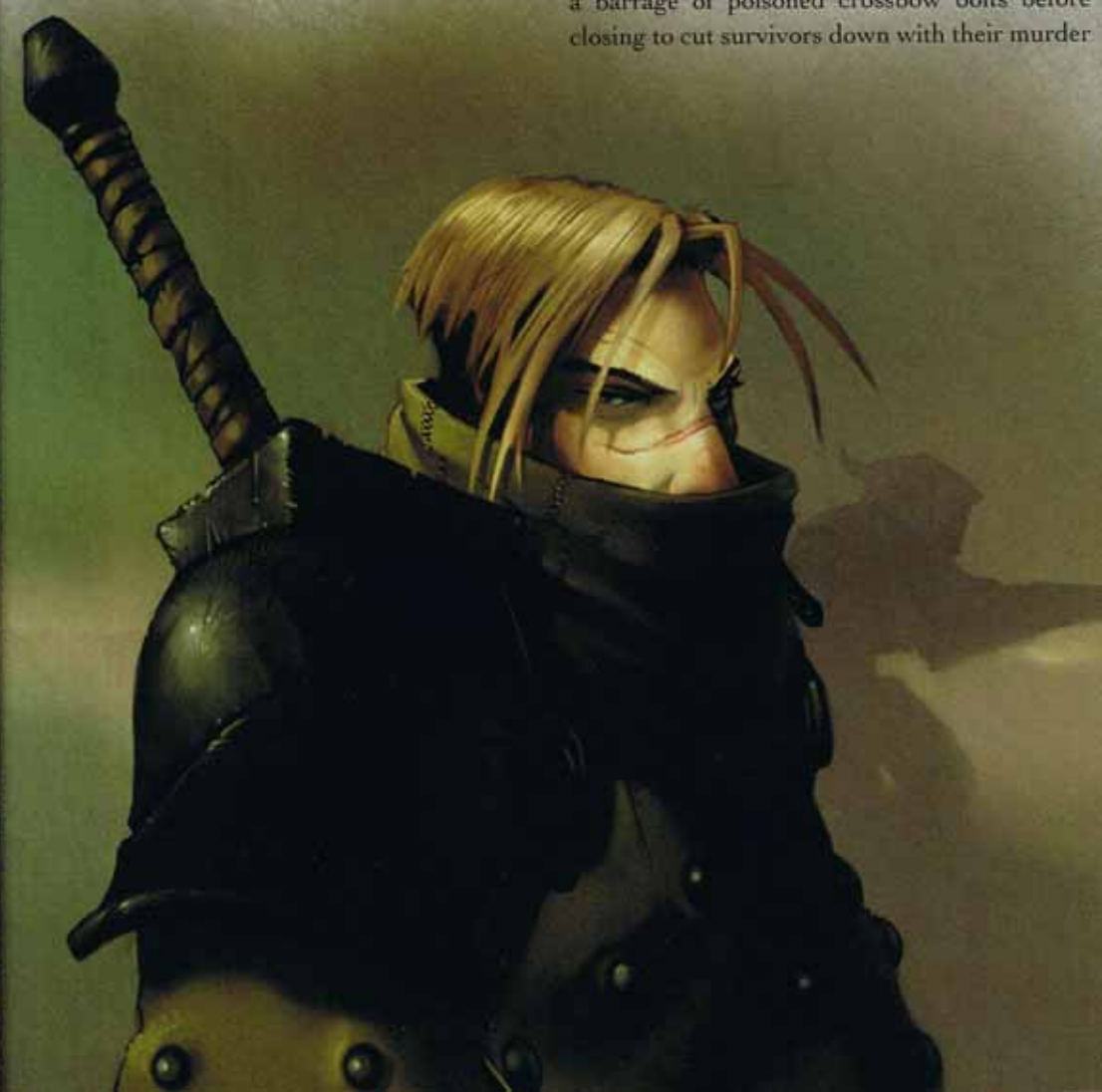
"No coin too dirty, no task too bloody, no one untouchable."

-The motto of Jarok Croe

Most assassins prefer to work alone, practicing their solitary profession from dark alleyways. Jarok Croe has always been a more personable and affable murderer; he enjoys the company of his peers. He teaches by example, instructing his subordinates in the fine art of stalking humans and slitting throats. Croe has earned a reputation as a survivor without equal who repeatedly evades certain death.

Jarok Croe was born in the slums of Fharin where he learned the way of the blade as a child. At one point he apprenticed as a pistoleer under a discredited former officer of the Cygnaran Army. Once he had mastered the gun, he provoked his teacher to a duel and gunned him down, claiming as a prize the silent pistol, Hiss. He later spent time in rough neighborhoods across Cygnar, serving a variety of crime lords as an enforcer.

Croe went into business for himself, hand selected his men with the highest standards, and expects nothing less than perfection. He has assembled a honed team of killers, skilled highwaymen, and wilderness trackers, all experts in the art of stealth and ambush. Croe's men are well versed in poisons and are capable of mixing deadly resins and unguents. In battle they are disciplined and capable of great coordination. They strike from hiding with a barrage of poisoned crossbow bolts before closing to cut survivors down with their murder



weapons. They slip unseen again into the woods only to strike again when least expected. Their unconventional tactics have baffled and decimated considerably larger forces pitted against them.

Croe and his fellow assassins have been implicated in atrocities across Cygnar. The most infamous was the Ceryl Marketday Massacre in 601 AR, after his gang was spotted by informants and cornered by the watch in the city's most crowded open market. Croe's men took the entire square hostage, threatening hundreds of men, women, and children. Their bluff was called when the watch attempted to flank their position. Croe set the quarter ablaze after ordering the execution of everyone in reach. Over sixty dead were left behind and not a single man of Croe's team was caught. Thirty other murders including the assassination of the former mayor of Fharin and six Cygnaran army officers are tenuously linked to Jarok and his team.

Croe is blithely disdainful of legal authorities and enjoys tormenting agents of the Cygnaran government and army. His death or capture is a top priority of the crown. Scout General Rebald has several agents assigned to nothing other than bringing him to justice. None of this has deterred Croe, although being hunted has forced his group to leave Cygnar and seek refuge abroad. He has a variety of hidden boltholes in Ord where he is rumored to have the backing of the Mateau Merchant House.

The outbreak of war has opened lucrative opportunities. Though Croe and his men call themselves a mercenary company, they value no code nor do they follow a written charter. Their only rule is obedience to Jarok Croe who pays and equips them well. Their company is scorned by more "reputable" mercenaries yet also feared for their brutal efficiency. Croe has his own peculiar work ethic and scrupulously stalks those he has been hired to destroy.

Jarok Croe's almost preternatural ability to evade death has become legendary. He favors drinking an illicit alchemical concoction—a favored brew of the trollkin said to be deadly to humans—perhaps as part of a strange alchemical regimen. In battle he is difficult to spot. He hides among his men, and his unassuming face blends with theirs. Bullets intended for him invariably find his subordinates instead, and he always seems to find a means of escape. Some of his men whisper that Croe sold his soul to bolster his luck, and all tread carefully around him.

CROE					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
6	5	7	6	13	11

CUTTHROAT					
SPD	STR	MAT	RAT	DEF	ARM
6	5	6	5	13	11

HISS			
RNG	ROF	AOE	POW
10	1	–	10

TWO-HANDED SWORD		
Special	POW	P+S
Poison	5	10

CROSSBOW			
RNG	ROF	AOE	POW
10	1	–	8

MURDER WEAPONS		
Special	POW	P+S
Poison	3	8

Leader and 5 Troops	72
Up to 4 Additional Troops	10 ea.
Field Allowance	C
Victory Points	2

Base Size: Small

SPECIAL RULES

Mercenary
Croe's Cutthroats will not work for Cygnar.

Croe
Leader

Nine Lives - If Croe suffers sufficient damage to be destroyed, a Cutthroat in Croe's unit in formation is destroyed instead. Remove the Cutthroat from the table and replace him with Croe.

Unit
Advanced Deployment - Place the Cutthroats after normal deployment, up to 12" beyond the established deployment zone.

Backstab - A Cutthroat rolls an additional die for his back strike damage rolls.

Bushwhack - The Cutthroats may make ranged attacks before moving. After all Cutthroats have completed their attacks, models in the unit may advance normally but can take no additional actions.

Pathfinder - A Cutthroat ignores movement penalties from rough terrain and obstacles. A Cutthroat may charge across rough terrain.

Stealth - Attacks against a Cutthroat from greater than 5" away automatically miss. If a Cutthroat is greater than 5" away from an attacker, he does not count as an intervening model.

Hiss
Silencer (Croe only) - Target model hit by Hiss cannot cast spells for one round.

Two-Handed Sword (Croe only)

Crossbow and Murder Weapons (Cutthroat only)

Poison - After a successful attack against a living model, roll an additional damage die.

THE PENDRAKE ENCOUNTERS

PENDRAKE IN THE RIMESHAWS

I have never been so happy to be in the company of a boisterous and thuggish trollkin such as Rathlok, and dare I say I never will again after what we saw a few days ago in the Rimeshaws.

Rathlok and I had been trudging through the permafrost of those craggy hilltops for nearly a week seeking the home of his ancestral kriel and last remaining family on Caen. I had not been this far north in years and forgot how hard it can be. We had little trouble getting to the plateau he sought, for many creatures were scared away by my friend's fell call crooning. While I find their warbling quite beautiful, I had worried it was going to bring every predator for miles to investigate the slowly freezing morsel that I was becoming on this trip.

My blood warmed quickly as we broke through a copse of conifer trees. My eyes filled with the sight of one of the most dangerous creatures found in the kingdoms. A dire troll.

Thankfully for us, the giant beast was preoccupied. A group of haggard Nyss women and children huddled behind three mounted rangers with claymores flashing in a dance of frozen steel in front of them, warding off the gigantic creature with darting strikes. The troll had felled one of the ulk mounts and its rider, and the snow steamed with spilt blood. Although the Nyss always looked majestic riding bareback on those sacred ulk, I could see a glint of fear in their eyes. They were obviously running from something and were not prepared to face such a foe.

The troll clenched his fists, blood thickening and wounds stitching across bulging cords of muscle that seemed impossibly thick on its monstrous frame. It let out a roar so booming it could have unleashed an avalanche somewhere deeper in the mountains.

This could only end badly for everyone. Dire trolls do not give up their prey easily and are known

to kill entire villages just to sate their hunger, and those warriors would never give up ground while defending their families. Either way, Rathlok and I were probably not going to make it to Braggmaw Krielholme without a fight. Morrow scold me, I hoped they would kill one another so we would not be forced to!

Such thinking was unnecessary, for Rathlok let out a primal sort of call I had never heard from him before in all of our intermittent travels. It was a dialect of Molgur-trul from the old kriels, something deep inside of him that gave the giant troll pause as my companion stepped forward into the clearing—unarmed hands exposed to the elves so they could not see him as an enemy.

The dire troll took a step back, dropped his guard, and rocked slightly to the ancient crooning. It seemed almost pacified in just a few moments of Rathlok's bestial tune.

I would have liked to talk to the Nyss about what was going on and why they were so far south in such numbers, but when given the opportunity the ulk riders scooped up the children as the women sprinted ahead of them. In the turn of my head they were gone. I would have gone after them if I did not believe they would have killed me in an instant. They were not of the shard I had met before, and after such a battle they would not have tolerated an inquisitive stranger.

The dire troll scooped up the broken ulk at its feet in one hand and gave a derisive snort as it turned and stomped away into the tree line. Rathlok continued his primal tones for a while after, only stopping when he was sure the creature was too far or disinterested to come back for us. Thank the gods for him too, for I have never stood so near to a dire troll and not felt like supper.

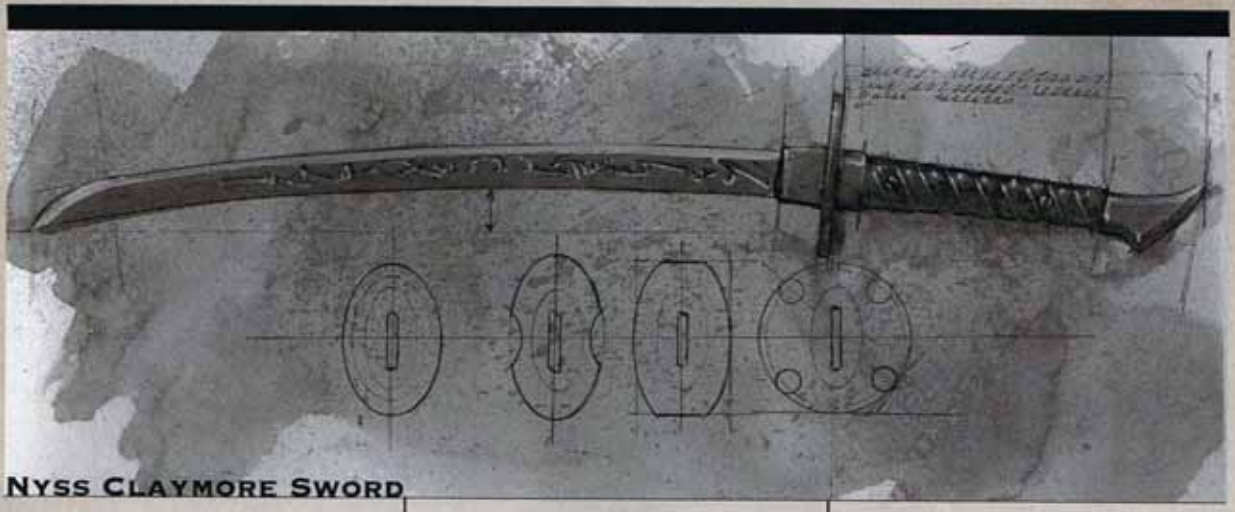
I immediately went to the broken Nyss in the snow, but I was long too late for him. He was carrying far more equipment and supplies than usual for a roving band as if the shard itself was moving. It was too early in the spring for their nomadic moves, which meant they must have been forced to do so by something else.

But what? The Nyss were not inclined to leave bodies or supplies behind, even in the midst of battle, and this too disturbed me.

Minutes later, I almost fainted dead away when Rathlok's kriel burst out of the trees. They had heard his fell calling all the way from the krielholme. After a few short embraces between old family, Rathlok and the Braggmaw kriel were reunited and we were soon warming around a cooking fire back at the village.

Between my companion's tall tales of far adventure and a liberal amount of drink, he soon disappeared into one of the cabins with a handful of unmated females and left me with the Braggmaw chieftain. We spoke a great deal about the Nyss and about how many of the "frostbitten elves" entire families were leaving the north. The trollkin were sure only a great evil could ever uproot the Nyss like this, but they were not afraid now that their fell calling prodigal son had returned. I was named a foster member of the kriel for my bringing Rathlok home, and I was invited to stay as long as I wished. I had already decided to return south and follow the path of the Nyss we had encountered.

What had started to be nothing more than a family reunion for a friend evolved into an enigma I would not soon let pass. Why were those Nyss leaving their homelands? Where were they going and from what were they



NYSS CLAYMORE SWORD

running? Why did I never ask what exactly goes in braymusk lager, and will I ever be rid of the damnable smell of it?

There is definitely more going on in the frozen north than we know. Gods hear me, may it only be an isolated problem that will pass us all by without so much as a single problem arisen.

If only we could all be so lucky.

NEW FEATS:

TROLL CALL [GENERAL]

Prereq: Fell Call ability, Perform 5 ranks

Benefit: You can perform a fell call that emulates the Wild Empathy ability of the Druid class but affects any type of living troll. Substitute your perform check for the level check normally required to change a creature's attitude. Unlike Druids, you cannot influence magical beasts with this ability and you suffer a –4 penalty to influence animals. Each use of Troll Call costs one use of your daily fell calls.

BEAST RIDER [GENERAL]

Prereq: Nyss Elf, Ride 1 rank

Benefit: You have mastered the rite of riding the sacred ulk, an antlered steed bred as a war-mount among the Nyss. You do not suffer the –5 penalty for riding any mount bareback, and you do not need to make ride checks to Guide with Knees.

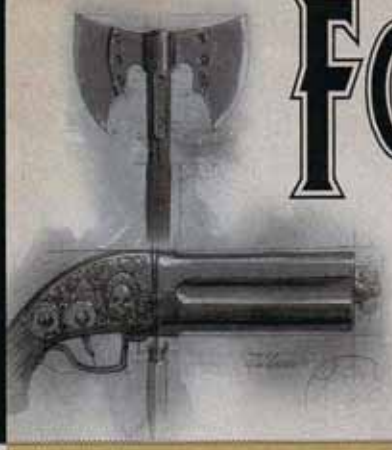
Normal: You must make a DC 5 ride check to Guide with Knees to use both hands when mounted and suffer a –5 penalty when riding without a saddle.

Special: A fighter or ranger may choose Beast Rider as one of his bonus feats.

WINTER'S EDGE [GENERAL]

Prereq: Nyss Elf, BAB +3, Weapon Focus (Nyss Claymore), Weapon Finesse

Benefit: You have undergone an ancient Nyss sword rite focusing on precision instead of strength. You may use your Dexterity modifier instead of your Strength modifier on damage rolls with your Nyss Claymore.



Foundry, Forge, e Crucible

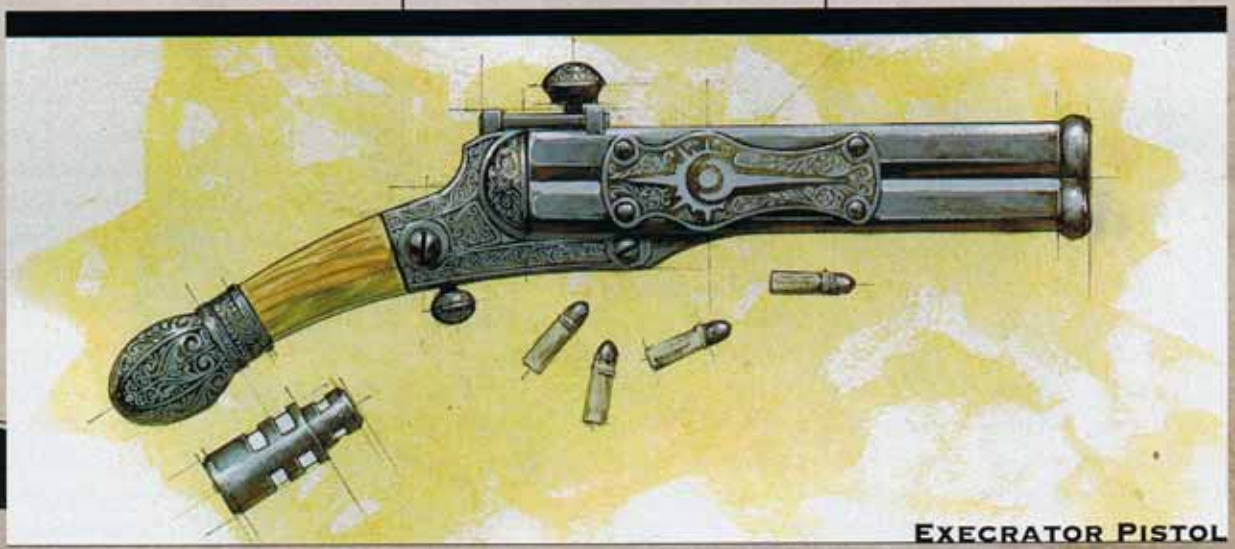
Foundry, Forge, and Crucible *is a regular column in No Quarter magazine designed to illuminate the reader on the various items found throughout the Iron Kingdoms. Within these pages you will find exotic potions, alchemical solutions, firearms, mechanika, and other assorted gear adventurers might stumble upon or find they need in their travels. While magic remains rare in western Immoren, both the mechanikal and alchemical appear frequently, and weaponry and equipment devised by such craft often finds use in the able grip of mercenaries and adventurers.*

Each issue this column highlights the handiwork of an arcane mechanik, alchemist, or inventor in the Iron Kingdoms, detailing him as well as his inventions.

The Order of Illumination has been battling the insidious forces of the occult ever since it's inception over 350 years ago. Over the passage of centuries they have refined their craft, and through means arcane, alchemical, divine, and mundane, the Order of Illumination has created a vast arsenal of weapons and tools.

Until recently the subject of mechanika as a tool of the Order of Illumination was relegated to the hesitant musing of a few acolytes. Then Chaplain Bowden Langworth **(Wiz1/Clr3/Amk6)** joined the ranks of the Illuminated and brought with him a unique blend of techniques that combined the ancient methods of the Order of Illumination with the modern power of mechanika.

Having measured his faith with his love of invention, Langworth operates happily under the auspices of the Order of Illumination. Still he has met resistance and skepticism among the more entrenched members of the order. He often must rely on



Execrator Pistol

the faith of Adjacents willing to test his inventions for him before approaching the high vigilant for permission to craft more.

Amid the traditions and tenets of the Order of Illumination, the goodly Bowden has pushed forth the idea that modern mechanika can aid Illuminated mages while in the field. Although many of his more esoteric inventions have remained works of theory, on occasion the Order of Illumination has seen fit to authorize the mechanik-priest's schemes and allow him to craft a device to serve the cause of the order. With each success, he has proven his concepts and affirmed that such magic can serve the cause of good. It is rumored he is looking for apprentice mechaniks to share his secrets of invention.

Execrator Pistol

The execrator pistol was the first of many of Bowden's creations for the Order of Illumination. The weapon has changed hands in the order on many occasions, being handed down to those who serve at the edge of Morrow's sword against the insidious cults and cabals that plague the realm. The weapon is designed to function as both a standard firearm and as baneful punishment against the malevolent abominations that stalk the deepest crypts and shadows.

The over/under barrels of the execrator sit firmly secured between plates of silver bedecked with filigree and engraved with sacred prayers for the wielder and oaths of condemnation for the wicked. The grip of the firearm is blessed white oak from the groves of the Sancteum in Caspia. The ornate weapon is literally a masterpiece of craftsmanship and design, having been lovingly created in Bowden's own smithy.

The pistol is a stocky firearm the length of a man's forearm. In function it operates as a standard issue military pistol. The exceptional quality of the pistol allows it to fire large bore runecast bullets used by the Illuminated when dealing with beings that are beyond the pale of Urcaen.

Using a special trigger mechanism and a uniquely configured rune plate, the pistol can imbue a runecast bullet with the force of a *spiritual weapon* spell to form a *spiritual bullet*.

When a runecast round is fired, the bullet is sheathed in a manifestation of a brilliant blue force as it speeds toward its target. Should the bullet strike its target, the magical force does as well. The *spiritual bullet* deals an additional 1d8 points of damage +1 per three caster levels of the creator (maximum +5 at 15th level) in addition to any normal damage dealt by the runecast bullet.

A *spiritual bullet* strikes as a spell and not as a weapon, so it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. If an attacked creature has spell resistance, make a caster level check (1d20 + caster level of rune plate creator) against that spell resistance when the *spiritual bullet* strikes. If the *spiritual bullet* is successfully resisted, the effect is dispelled.

The pistol may fire one barrel each time the trigger is pulled, or it may fire both barrels at once at a single target. When firing both barrels at once, roll a single attack but roll damage separately for each round.

The weapon is configured to accept a light arcane accumulator (5 charges) within its pistol grip. Each time a runecast bullet is fired from the weapon, use one charge from its accumulator.

Illuminated Arcana

Wizards of the Order of Illumination gain spells usually reserved for divine casters. The Illuminated One feat (IKCG p.160) grants a wizard the ability to cast arcane versions of the following spells: *aid, detect evil, dispel evil, holy smite, mark of justice, sanctuary, shield other*, and *spiritual weapon*. The order's wizards create and equip their agents with magical items created with these spells, such as potions of aid, holy weapons, or medallions of sanctuary.

Arcane mechaniks who join the order may use these spells to create unique mechanika like Bowden's censor and the execrator pistol. Follow the standard rules for creating rune plates and mechanika in the *Liber Mechanika*, but apply the effects of these spells as if they were arcane spells and not divine. As a result, Illuminated arcane mechaniks and wizards are excellent additions to any witch-hunting party by creating weapons and items otherwise impossible but undoubtedly useful for fighting evil.

If there are no charges left in the accumulator, treat runecast rounds fired from the execrator as if they had been fired from a normal military pistol.

The execrator cannot be customized, but it may be enchanted with magic. It has been specifically designed to have additional magical abilities added to it.

Components: Masterwork Embellished Balanced Double Barreled Military Pistol, *spiritual weapon* rune plate, charge socket, offensive spell trigger.

Faint Evocation; CL 5th; Craft Wondrous Item, Craft (mechanika) 4 ranks, Craft (small arms) 8 ranks, Knowledge (religion) 8 ranks, can only be created by an arcane spellcaster with the Illuminated One feat; DC 19 Craft (Mechanika) fusion check; Price 14,625 gp; Weight 7 lb. Ammunition Cost: 10 gp per shot (normal ammunition).

Bowden's Censer

Amid the tenebrous shadow, surrounded by impenetrable darkness, light is often the only weapon against the malice of loathsome and unholy creatures. Bowden's censer is easily carried in one hand, dangling from a length of sturdy chain connected to an iron ring on its top. Two unfolding panels reveal the censer's inner workings: intricate clockwork grooves and plates revolve around a small incandescent flame sustained by the arcane filament within.

A single charge from the accumulator in the censer provides the device with the equivalent of lantern light for up to a month.

The true power of Bowden's Censer is unleashed when the censer is swung violently by its chain. A specific trigger attached to the censer's chain activates this function. The result is a flash of holy light. Any creature within 20 feet of the censer is affected as if struck by a *holy smite* spell cast at 6th level (Will save DC 13 for half; 3d8 damage to evil aligned creatures, 6d6 damage to evil aligned outsiders and undead, half damage to neutral creatures).

A single use of Bowden's censer consumes 4 charges from the light accumulator stored within the device.

Components: offensive spell trigger, arcane filament, *holy smite* rune plate, hybrid socket, masterwork incense censer.

Faint Evocation; CL 6th; Craft Wondrous Item, Craft (mechanika) 4 ranks, Knowledge (religion) 8 ranks, can only be created by an arcane spellcaster with the Illuminated One feat; DC 19 Craft (Mechanika) fusion check; Price 14,450 gp; Weight 5 lb.

Bowden's Censer

Modeling e Painting

Assembling the Deathjack and Behemoth

Ladies and Gentlemen, welcome to this twelve round, no holds bared contest! In the blue corner 25 tons of necrotite-fueled hatred—the Deathjack! And in the red corner, the pride of the motherland—over seventeen feet of iron-bound fury – the Behemoth! That's right, it's the heavyweight championship of the Iron Kingdoms!

By **Mike McVey**, Miniatures Director, Privateer Press

Miniatures painted by **Alison McVey**

From the second you pick up the boxes for these two monsters you suspect you are in for something special, and by the time you pop the seal and the pieces tumble out onto your work bench (better re-enforce it now), you know your work is going to be cut out for you. Each of these beasts come in at over twenty five pieces, and they are by far the biggest miniatures in the WARMACHINE line; both literally tower over any other warjack. The first thing that is probably going to enter your head is "where the hell do I start?" Admittedly it can be quite a task if you don't have a plan. That's where we come in! In this article we are going to break the assembly of these monsters down to a manageable process. After you read this, what at first seemed like a major undertaking will become, if not easy, at least straightforward.

We are not going to look at the techniques used to assemble these miniatures—such as pinning. What we are going to do is run through the assembly in the correct order and try to highlight any potential problems you might encounter. If you are unsure about any of the terms used, there are several places you can go for help. www.brushthralls.com is a great resource for modeling and painting information as are the first two WARMACHINE books: Prime and Escalation. After reading through this article you will be armed with all the knowledge you need to create sturdy, long lasting miniatures, which will not drive you mad trying to assemble them.

FIND MORE MODELING AND PAINTING TIPS AT WWW.BRUSHTHRALLS.COM OR READ ABOUT IT IN WARMACHINE: PRIME AND ESCALATION

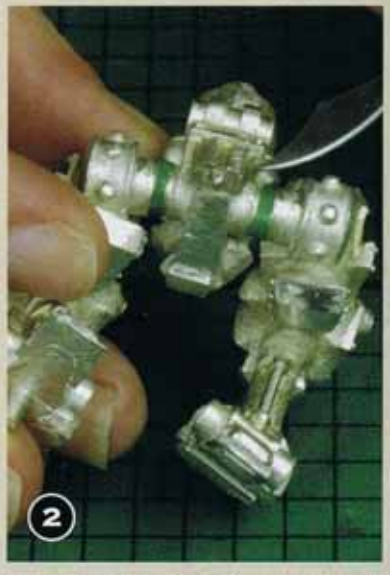
General Assembly Notes

Generally speaking, the best way to tackle these two brutes is to split the assembly into manageable sections. When you have each of the 'sections' completed, you can start to join them together. I'm going to assume you have the pieces cleaned (very important for secure joins), and all the components that need to be pinned have the holes drilled before you start. It is really important to let the glue, or modeling putty, dry thoroughly between stages. This may increase the length of time it takes to complete assembly but will ensure the pieces will not come apart when you are handling them. Super glue accelerator is invaluable when doing this kind of heavy construction, but use it sparingly and in a well-ventilated area.

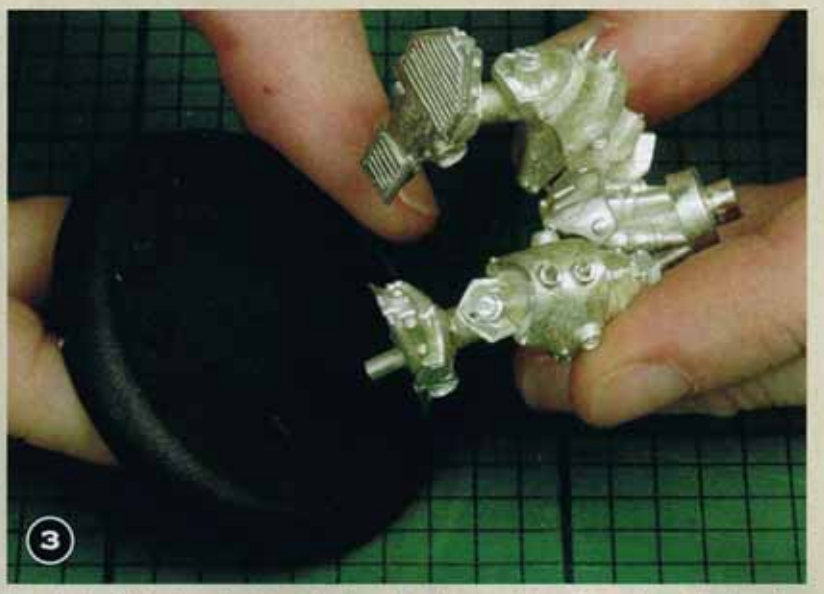
We'll start with the Behemoth.

BEHEMOTH

This is perhaps the most important join on the whole model. The majority of the weight of the piece rests on this join, so if you are only going to pin one join, make it this one! The pin does not have to be large, but the fit should be close to give the maximum support. The castings on this join should be as clean as possible. The whole position of the body can be altered here—just file off the locating "nub" and re-position as required. Changing this will mean the body weight will either be forwards or back. If you do re-position this join, you will have to fill the semi-circular hole that it leaves with putty and leave it to dry thoroughly before any weight is put on it.



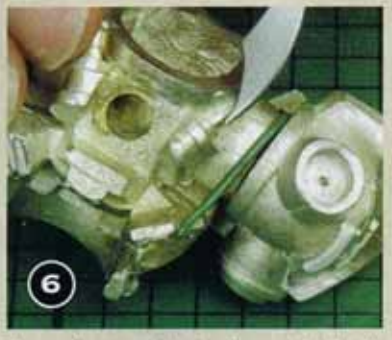
The fit between these pieces should be pretty good with only a slight gap, but to do everything possible to re-enforce the join, it is a good idea to smooth things out with some putty and fill any gaps that might lead to movement between the pieces. Proceed exactly as you did when filling the gap between the body and the shoulders. Roll out a thin sausage of putty and smooth it into place.



Once both the legs have been attached to the waist assembly and are thoroughly dry, they can be glued to the base. It is best to drill out one of the peg holes in the base as they provide more stability. Use the one that is second nearest to the rim; this is the perfect position for the Behemoth. Push the peg into the hole and run some glue in from the back. It should not be necessary to add any greenstuff around the peg.

Fastening all the spikes into position can be tricky and can lead to gluing them to fingers instead of the model. The best way to glue them in position is to pick them up with a small piece of greenstuff, carefully dip the ends in glue, and then hold them to the model until the glue holds. It is best to use an old piece of greenstuff so that it isn't too sticky, and just "hold" the spike by the very tip. This useful tip can be used on any small components. Once you have the hang of it, you can save a great deal of frustration.

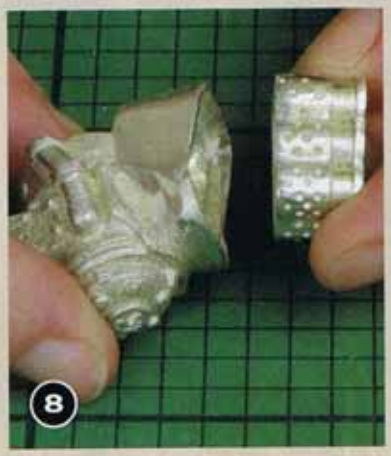
The arm and shoulder assemblies take a lot of weight on this miniature, so it is definitely worth adding a strengthening pin. With this join it pays to be particularly careful with your cleaning—the flatter and smoother the areas being glued are, the stronger the join will be. If there is a gap between the pieces when they are together, make sure this is at the rear rather than the front so it is less visible and can easily be filled.



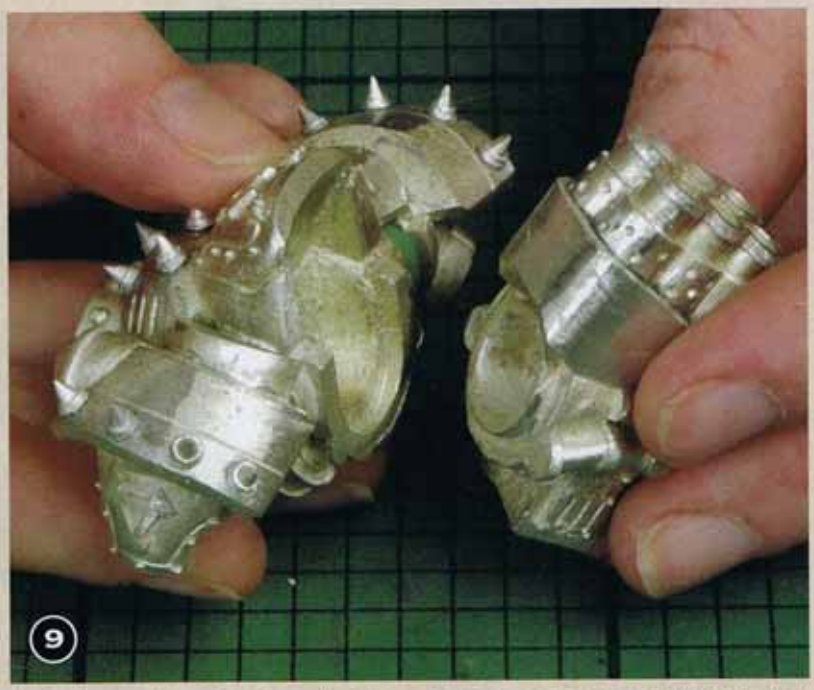
The gap between the shoulders and the body is easy to fill. Just roll out a thin sausage of putty and lay it over the gap. Pushing it into the gap at one end will help to get it in place and not move around.

The sausage of putty is then smoothed out with a modeling tool. If you do not have a sculpting tool like the one pictured, you

can use a toothpick or even a match-stick. Obviously it is a good idea to have the right tools for the job, especially when working on complex pieces like these. Just try to get the putty as smooth as possible so that is does not show when you come to paint.

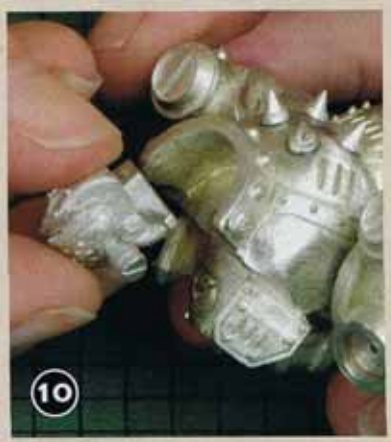


The fit between these pieces is a little close, so you might have to file a little metal away around the base of the smokestack assemblies. Push the pieces together to get a good fit and then carefully run some glue into the join.



The fit between these pieces is good and snug, so all you need to do is glue them together. When they are dry you can run a little more glue into the join to make sure it is really secure. Be very careful when you are doing this, especially if you use low-viscosity super glue. If you are not careful, it will just flood onto the miniature. Make sure to use a bottle with a long nozzle—this will provide control and accuracy with the glue. Don't just tip up the bottle and squeeze!

BEHEMOTH



You do not need to pin the head to the body; the fit is already quite positive and it doesn't bear any weight. Be sure to clean the pieces well to remove any surface oxidation.

The best way to combine these pieces is to add a small amount of putty to the rear fitting on the gun and press it into the rail.

Any excess putty can be trimmed away and neatened with a modeling tool. To secure it in place while the putty dries, run a little glue into the join. It is a good idea to decide exactly where you want the bombards positioned before you attach the pieces—do you want one gun forward and the other back? If you get the model together and decide you do not like the position, you will have to break them off and start again.

Once the bombard is securely attached to the rail, you can glue the whole assembly to the shoulder. There may be a little gap between the pieces, but this can easily be filled.

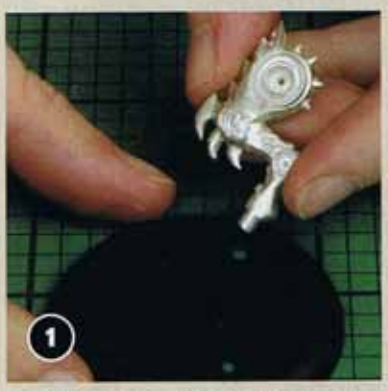
By this point you will have two separate assemblies: the legs and the upper body, so now you have to join these together. The fit between the pieces is good so it is not really vital to add a strengthening pin, but to make the join strong and permanent you should thoroughly clean the surface of the two pieces. The peg is easy—just use a file all the way around it—but it can be difficult to clean the recessed side. I roll up a piece of abrasive paper like wet and dry and use that. You need to smooth down the surface a little to remove any oxidation. Then add a little glue and let it dry. Don't put any weight on the join for quite a while. It will happily sit on its back to take the weight off the waist.

Once the separate components are glued onto the arms, they can be glued to the body. They really need to be pinned for a long-lasting join. The fit between the pieces is good, but all the weight is pulling down on the join so it is likely to break in the long term. Before you glue the arms, make sure you know what you want the final position to be. You can get quite a few different poses in the arms, and it really affects the movement of the whole figure.

FINAL

It is not really necessary to leave off the arms; they stand clear of the body and do not get in the way while painting. Note how the extra hanging armor plates on the front and rear have been added, as have the additional smokestacks on the boiler.

DEATHJACK



The first step is to fit the legs to the base. We have provided a template in this article so you can see where the holes need to be drilled. The easiest way to do this is to use the tip of a pointed craft knife with a sturdy blade. Start the hole with a drill-bit and enlarge it by carefully twisting the blade. You should try to get as tight a fit between the peg and the hole as possible – the leg should be able to stand up on its own when on the base.

Drill holes for both the legs and push them into place, but don't add glue yet! The fit should be tight enough so both legs will stand up.

This stage is potentially quite tricky, so keep everything you need close at hand—namely a spot of superglue on some wax paper and something with which to apply it, like a blunt pin. First assemble the waist section and the legs. These pieces have already been drilled, and pins have been glued to the pegs to re-enforce the join. Hold the pieces by pinching the hips together with the finger and thumb of one hand. When you are sure the position is correct, run some glue into the join. The position of the waist to the legs will dictate the orientation of the upper body, so make sure you dry-fit the pieces first to ensure you have the correct position.

Once the legs are glued to the waist, flip the base over and run some superglue around the bottom of the pegs to glue the legs in place. Next, re-enforce the join by adding some modeling putty on the underside.

Smooth a little modeling putty into the top of the waist piece and firmly press the body into place. Then run a little super glue into the join to hold the pieces together. It is a good idea to let the putty dry completely before moving on to the next stage. Drying can be sped up considerably by placing the miniature under a desk lamp, but don't let it get too hot or you will melt the plastic base.

You should glue on one half of the ribcage before attaching the head. There are some choices to be made here: whether you want them open or closed and if you want to add the 'screaming souls.' If you do want to add the souls, they should be pinned but not glued. They are much easier to paint separately and attach at the end.

Pin the head into place. It is not strictly necessary to add a pin, for the join does not bear any weight. However, the long horns act like leavers on the small join area, so it is liable to come apart at some point.

The foot fits around the peg at the base of the leg. It might take a little wriggling to get it past the knee spikes.

The armour plates that fit on the back of the hand are on the sprue with the spikes. Once it has been clipped off and cleaned, it can be glued in position. Make sure the recesses in each half line up to create a hole into which the arm fits.

The arms of the Deathjack are very large and heavy; they will constantly fall off in your carrying case if you do not get a really strong join. Use some abrasive paper to clean the surfaces thoroughly before attaching the pieces.

Once the arm is glued to the hand, fill the gap between the pieces with putty to provide a strong bond.

Smooth a small amount of modeling putty into the cup of the shoulder and press the arm firmly into place. Make sure you know what position you want before you do this, or it will quickly become a mess.

Run some glue into the join to secure the pieces and then let them dry thoroughly before touching them again. If you are using green stuff, it will take about forty-five minutes under a desk lamp.

When small components are sprued together, it is far easier to clean them while they are still on the sprue. It gives you something to hold on to. File away the mold lines, clip them off, and clean up the clipped end.

Glue the spikes onto the assembled arm and shoulder pieces.

Glue the skulls to the shoulder, and the arm assemblies are ready to paint. Pin them onto the top of a cork to make them easier to hold while applying paint.

Smooth some putty under the carapace and press it onto the spine. Carefully run some glue into the join to make it permanent.

All of the stacks are pinned to make them really secure.

Use this as a template for drilling the holes for the Deathjack.

All the pieces are ready for priming and painting. Good luck!

DEATHJACK

The Battle in the Thornwood

By Dave Perrota

Attacker Alternate Scenarios

The following scenarios are designed for the Battle in the Thornwood Theater of War campaign detailed in the pages of **WARMACHINE: Apotheosis**. An attacker may purchase his faction's alternate scenario once during the campaign as an advantage by spending 20 victory points from his war chest. Do not roll for a scenario if the attacker purchases an alternate scenario. These scenarios cannot be used in place of strategic objective scenarios.

Cygnar Alternate Attacker Scenario: Stumped

"Shut the blazes up, you fools! We're scant feet from the enemy and you two are chatting it up like you're a pair of blueblood ladies at a blasted Caspian tea party." Sergeant Graves' whispered growl held so much menace that his troops stared blankly in return, mouths agape. Not giving them the chance to argue, Graves sets to giving orders. "Right then, Pyrkins, Calbert, you're first. Ye know the plan. Get yer lanky arses over to that copse of trees and set this charge on the foreside of the trunk of that fat oak. Phelps, Hodgewick, same thing, only I want 'em on that oak to the left there and that willow on the right—the thick one."

With their attention back to the situation at hand, the young Trenchers quickly checked their satchels and tie downs with smooth efficiency. They may still be a touch green, but as Graves looked them over, he saw the grim resolve of true Trenchers burning in their hearts. It was a desperate plan, but it was crazy enough it just might work. "Stay low lads. We'll not be wanting any attention before it's time. On my signal, I want these timbers crashing smack in the middle of their camp. That'll wake their fool arses up."

"What about us, Sarge?" Private Myers was sagging under the weight of all his ammunition.

"Grab Collins and set up the chain gun just east of that clearing. We'll drop the trees on 'em, and when those rats manage to worm their way out of that mess, we'll be ready to cut 'em down like wheat to the scythe. We'll be moving in Sentinels and Defenders on the left. If something moves, you shoot it. I want those bastards eating lead, not eggs, for breakfast. This is the no way back point. You hold this line, laddies. You understand? Not one of those sheep-shagging maggots is to set foot out of them there gates. This is pivotal and we're the bastards who're gonna make it happen. Songs'll be sung of this one boyos. Bawdy good yarns. Let's not mank this one up, eh?"

Out of habit Graves checked the breach of his gun and double-checked the screws on his bayonet. The harsh toothy grin of a seasoned trencher spread across his weathered face—half smirk, half gritted teeth, and all business. "Step lively lads. Get in there and get their bum-rag off the pole. I've got a keg of Silverheat's finest to the mucker who does it and brings it to me for a burning.

The spark was in them now. Graves kept going with his pep talk eager to fill the men with nothing but the assurance of victory.

"I'll be wanting naught but our bonnie blue and gold flying offa that mast. Once we've hoisted

colors, we'll have 30 hot tons o'metal heading into the breach. The major's seen ta that."

Wide grins, nods, and bright eyes met Grave's grim resolve. He was well aware some number of these faces would not be staring back at him come nightfall. Still, he was not about to let that hold him back. Heroes would be made this day, and it spurred him on. That a member of his unit might lead the way lit his soul with pride, and even he started to believe. Maybe they would all be staring him back this eve. He had that feeling. That he might be deluding himself never crossed his mind. It is the gift Morrow grants a Trencher: hope in the face of impossible odds.

An honest grin splayed across his face. "I dare say this plays out right; we're in for a spot of fun. So get in there and hoist our pennant!"

Background

Cygnaran forces have discovered an enemy's supply camp being used to shuttle supplies to the front lines. The makeshift walls surrounding the camp need to be taken out before a full-scale attack can begin. Command has supplied the troops with explosive satchels that will rain down huge lengths of timber upon the walls. Once inside they are to raise the flag to signal the second wave of the attack.

Special Rules and Set Up

This scenario utilizes Hammertime: adjacent eight (8), near six (6), and distant five (5).

First Blood: The first army to cause damage to any model in an opposing army gains +1 on

all attack rolls on the controlling player's next turn.

The defender begins by placing 4 wall templates 12" from the back edge of his deployment zone. Place two short walls (measuring 6" long, 2" high and 1" wide) at the far edges of the deployment zone touching the board edge Place two other walls (measuring 12" long, 2" high and 1" wide) between them leaving 4" gaps to represent gates into the camp as. Walls have ARM 16 and 10 damage boxes per inch. See Damaging and Destroying Structures, *WARMACHINE: Prime*, pg. 62 for details.

Mark the center of the defender's deployment zone 5" from the back table edge. A flagpole is positioned here.

The attacker then places eight (8) frangible tree bases anywhere on the board so long as they are at least 16" away from the enemy's board edge and 4" from another frangible tree. These trees are 1" in diameter.

Players will then take turns placing trees. Each player should place up to three (3) terrain features at least 3" from another terrain feature, including the supply camp walls. Terrain features may be placed on hills. These trees provide cover, not concealment. Frangible trees have ARM 18 and 10 damage boxes. A tree that loses its last damage box will fall in the direction of the last attack. See Damaging and Destroying Structures, *WARMACHINE: Prime*, pg. 62 for details.

This scenario utilizes the satchel rules. See *WARMACHINE: Apotheosis*, page 140 for details. The attacker's warcasters, solos, and unit leaders begin the battle carrying satchel bombs. Anytime a warrior model carrying a satchel is destroyed or removed from play, place a marker at the model's last location. The marker represents the satchel, which may be picked up by any warrior model, friend or enemy, ending its movement in base contact with it.

To set a satchel charge, a model must begin its activation in base-to-base contact with a tree. At the start of the attacking player's maintenance phase, the charge is set and will explode. The tree falls in a direction directly opposite the model placing the charge.

When a tree falls, place a spray template in the direction the tree falls. The small end of the template touches the base of the tree. All models under the template suffer a POW 18 damage roll and are knocked down. No attack roll is necessary. Structures suffer double damage from falling trees. Once a tree falls, remove the tree terrain feature from play.

Beginning

The attacker sets up first and takes the first turn. Players place their forces up to 10" from the table edge.

Victory Conditions

The Cygnar player wins if he destroys 18" of wall or if he manages to keep a single warrior model in contact with the flagpole for 2 consecutive rounds before the game ends due to Hammertime. This represents the attackers taking the base and alerting the surrounding forces to move in.

The defender wins if the attacker's last warcaster is destroyed or removed from play or if the battle ends due to Hammertime.

Khador Alternate Attacker Scenario: Toll Road

Young Dimitri Vadorsky was filled with pride. He hummed anthems of his motherland while he sharpened his axe. He paused as the stone kept catching on a gouge at the base of his blade. Pausing, he examined the notch closely and grinned as he remembered how it got there. A Cygnaran Long Gunner had met his destiny by this axe. He had made a valiant attempt to block the swing with his gun rifle, and the impact of metal on metal had notched Dimitri's blade. The force of the blow had driven the Long Gunner to the ground, and before he could draw his blade, Dimitri ended him. Another died at the business end of his blunderbuss. The Cygnaran soldier's fear was evident even behind his goggles. It had been a slaughter. Dimitri drove the axe in so deep he had to come back for it after the unit was shattered. Still, the tussle did not leave him unscathed. The ringing in his ears had yet to subside, and the newly formed scab over his left eye would leave Dimitri with a healthy scar. He grinned again. He had another tale with which to woo the tavern lasses once he returned home. The Winter Guard's reverie evaporated as shouts from his sergeant rang out in the woods.

"Form up comrades! Form up! Today we march. Today we conquer! Today we take the motherland to the heard of the enemy and wrest from them our land! Today there is no mercy! Today there is no quarter. Today is triumph alone. No retreat! No reprieve! The motherland cries for victory, demands it, and you *will* deliver! For queen and country we march!"

A rousing cheer arose from Dimitri's unit. He could feel the electricity of anticipation in the air. Without question they would come away victorious. Llael had fallen so easily, and the rest of the Cygnaran lands were sure to follow. As his unit formed he watched as the mechaniks stoked the fires of the boilers on a trio of Destroyers. The 'jacks' engines fired up in quick succession as their stacks sputtered, choked, and finally with a grim roar filled the air with huge clouds of acrid smoke and ash. The smell of it filled Dimitri's nostrils. The cloying smell of char and soot smelled like victory.

Background

Khadoran forces have discovered a natural road leading through one of the more marshy areas of the Thornwood. Control of this road will strangle the already strained supply lines of Khador's enemies and will also grant Khadoran troops an unhindered route straight to the heart of western Immoren.

Special Rules

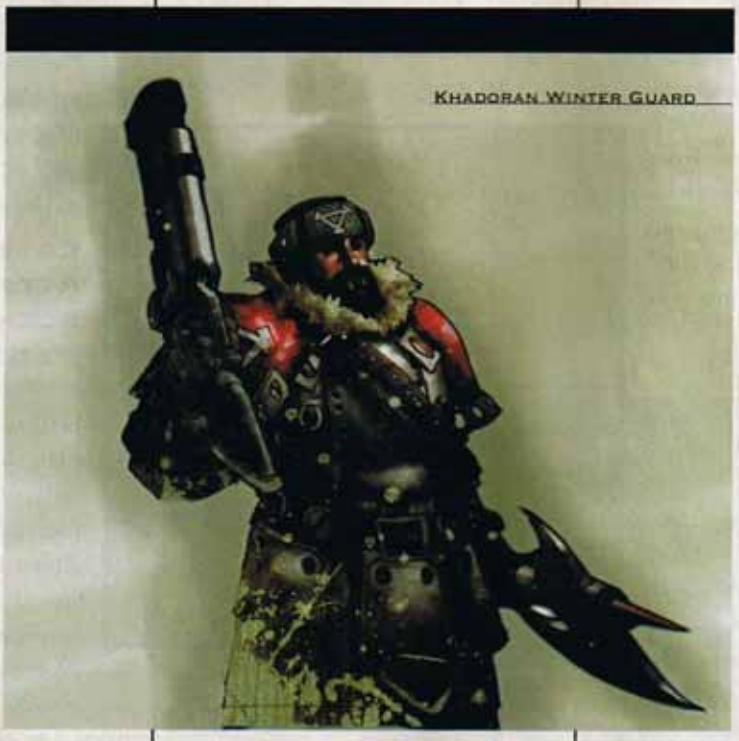
This scenario utilizes Hammertime: adjacent eight (8), near six (6), and distant five (5).

First Blood: The first army to cause damage to any model in an opposing army gains +1 on all attack rolls on the controlling player's next turn.

Bogged Down: The warriors have fought long enough in this area that they have learned to maneuver well enough despite the slow down. All terrain not either part of the road or a hill is considered to be mud. Mud will reduce a model's movement by 1". Models may still charge, run, and slam as normal.

Set Up

Mark off an 8" wide road in the center of the table that runs the length of the board parallel to the players' deployment zones.



Khadoran Winter Guard

Divide the road into 4 equal sections. (8"x12")

No terrain may be placed on the road.

Beginning

The defending player sets up first by placing his models within 10" of his table edge. The attacker then deploys his forces up to 10" from the opposite table edge. The defender takes the first turn.

Victory Conditions

The Khadoran player wins after holding three (3) sections of the road for two (2) consecutive turns. See Hold Scenarios, *WARMACHINE: Apotheosis*, pg. 136 for details.

The defender wins if the attacker's last warcaster is destroyed or removed from play or if the battle ends due to Hammertime.

Protectorate Alternate Attacker Scenario: Fields of Fire

Fire filled the tent with a stifling heat, but Waldron Godock failed to notice. Anything was better than the sticky cool air of the Thornwood. Nothing about this place was right. Sheltered from the look and lay of the land and the thick fogs that rolled in and turned a person about, Godock was pleased to be in his tent and away from the mud and peaty smells outside. The incense was a blockade of familiarity separating him from the mess of molds, mildews, and rot that lay beyond his canvas walls.

The rustling of tent flaps broke the Exemplar Seneschal from his contemplation. Without opening his eyes Godock could tell the zealot leader had returned with good news. Every bit of the fanatic's manner radiated excitement. Godock permitted himself a smirk. Things were going as planned.

Careful to keep his tone even so as not to elicit any notes of

hope or weakness, he spoke. "So it exists as foretold?"

"Yes. It's exactly as the faithful described. It sits in a bed of rot and decay as a defiant and proud bastion awaiting our return." The zealot could hardly contain his glee.

"And what of the fires?"

"The flames beckon us. Menoth guides us home. Surely the faithful will be spared the inferno of His wrath."

"Glorious." Godock stood with his back to the zealot leader and donned his armor. "Ready the zealots. We'll roust these heathens from their perch and show them what pain is. Wrack any and every faithless survivor." The bustle of the camp was something to behold.

Background

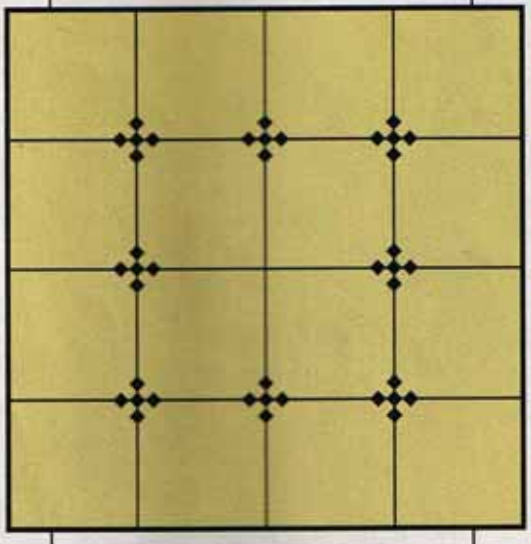
Protectorate forces have located a bizarre tract of land now dubbed the Fields of Fire. The Field is scant more than a drained peat bog filled with rot and debris. All the decay however has left it chock full of volatile gases. The heat of rotting plant matter occasionally causes these pockets of gas to ignite in bursts of blue and orange flame. It is as if Menoth Himself is beckoning His followers forward and lighting the path for their return to greatness. In the center rests a ruined temple. The Fields of Fire have become a pivotal spiritual foothold that stands to change the tide of war in their favor. The Menites must take and hold this holy ground.

Special Rules and Set Up

This scenario utilizes Hammertime: adjacent eight (8), near six (6), and distant five (5).

First Blood: The first army to cause damage to any model in an opposing army gains +1 on all attack rolls on the controlling player's next turn.

Flame spouts pepper the Fields of Fire granting the area its moniker. The fire spouts are dangerous to both friend and foe alike and will alight without warning to sear cloth and flesh alike. Divide the table into 12" squares. Place a flame spout marker at the vertex of each intersection, leaving the center one clear for a total of eight (8) markers.



During the start of each player's Maintenance Phase, roll a d6 for each flame spout. On a roll of 4-6, the flame spout generates a 3" cloud effect that deviates from the center of the flame spout marker. Any model under the template suffers a POW 12 damage roll. The cloud effect will remain in play for one turn.

Place a 6" x 6" ruined temple in the center of the table. The ruined temple cannot be damaged in any way.

Beginning

The defending player sets up first by placing his models within 10" of his table edge. The attacker then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

To win the battle, the Protectorate player must hold the ruined temple for 3 *consecutive turns before the game ends due to Hammertime. See Hold Scenarios, WARMACHINE*: Apotheosis, pg. 136 for details.

The defender wins if the attacker's last warcaster is destroyed or removed from play or if the battle ends due to Hammertime.

Cryx Alternate Attacker Scenario: Dead Men Walking

"Irony capped with brilliance. Yes, yes. A plan for the ages—one to bolster ranks and shame fools. Yes, yes, most wise! Most industrious!" With its decaying and addled brain working overtime, the Necrotech was moving at a steady clip sifting through parts and tearing and cutting its way to the bits of treasure held deep in the rusted carcasses. Contentedly rummaging through metal scraps, the creature let out a hideous sound from its throat. Putrid air forced its way over shredded and rotten vocal cords as the creature hummed. The tune was a dirge so woefully off key it would pain the living just to hear it.

Delighted in its work, the creature continued humming. Actuators and pistons piled up around it. Hosing and plating grew in makeshift heaps and

stacks. Occasionally it would locate the skull of a human or animal and ask it a question or tell it a joke. One fine specimen it kissed on its lipless mouth. "Not done yet. No, no, no." Patting the top of the skull, it droned on. "Once more round we go. Once more we walk. Once more we dance. Yes, yes, we dance. And when the dance ends? What then? Rest? No, no! Again we go!" The beast chuckled and twirled in a most awkward dance, and its pointed metallic legs clinked against the rocks. It discovered another skull under some leaf cover and treated itself to a most macabre puppet show. So amused was the creature it failed to see the formations of enemy troops moving in the distance. When it finally stopped and threw the skulls onto its bone pile, it noticed the enemy's advance guard making its move down Warjack Road.

The Necrotech may have grinned had it the musculature to do so. "Well now. Comes it does! Meat walks this way! Oh the fresh parts! Oh the rapture!" It hissed through decaying teeth as blackened spittle rolled down its chin. "Most illustrious plan comes to pass! So wise is He! So smart!" Leaving its scavenged parts where they lay, the creature scuttled off to warn its master. Parts aplenty would be waiting for it soon enough.

Background

The minions of Cryx have developed a cunning plan. They aim to build their army inside the heart of western Immoren and work itself like a cancer through the countryside. Warjack Road is littered with the long forgotten rusted wrecks of bygone wars. What better place to begin construction? Parts abound and the location is ideal. Troops will march like lambs to the slaughter if only the Cryxians can manage to hold this road and its treasures.

Special Rules and Set Up

Mark off a 10" strip running the length of the board. This strip represents Warjack Road and no terrain may be placed on it. Players then take turns placing terrain outside the marked off area. Once all the terrain has been placed, each player will then place 2 large wreck markers and 3 small wreck markers. Wrecks may be placed anywhere on the board but must be at least 10 inches from a board edge. Wreck markers may not be placed within 3 inches of another wreck marker. Players must each place one large and one small marker somewhere on the road.

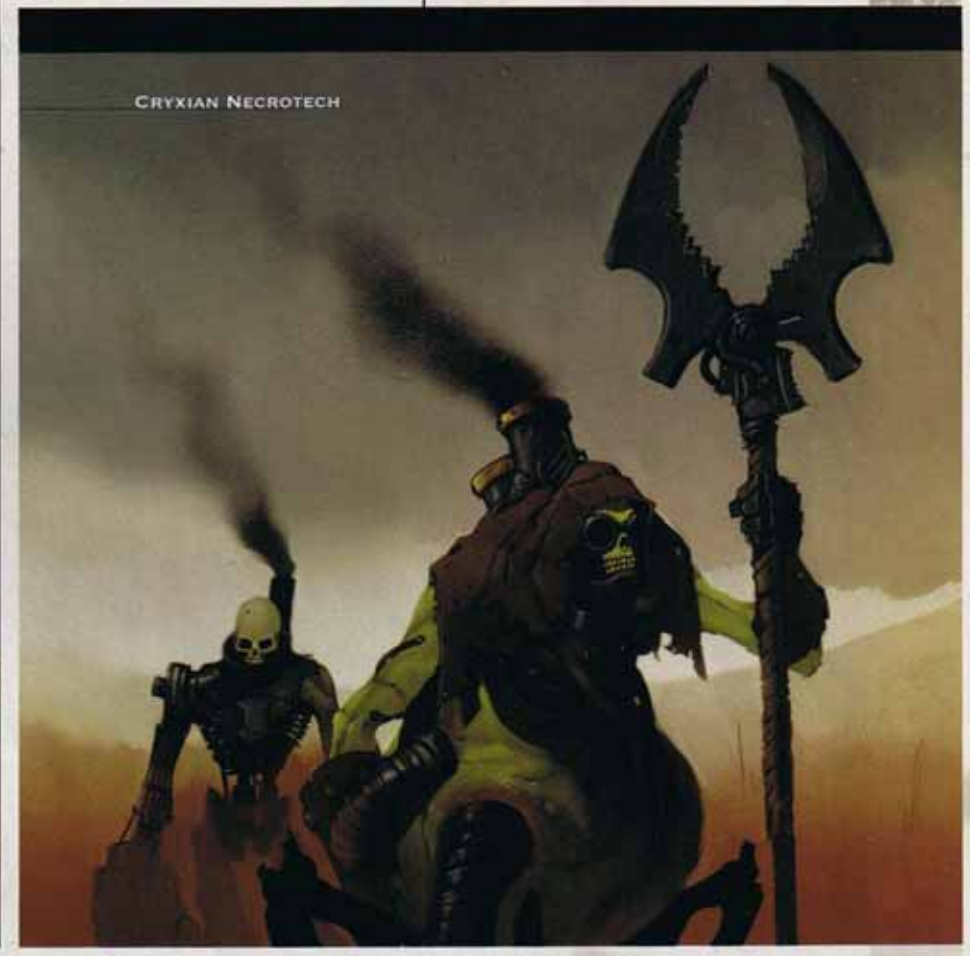
Beginning

The defending player sets up first by placing his models within 10" of his table edge. The attacker then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

The Cryx player wins if he can get models in base-to-base contact with at least five (5) wreck markers for three (3) consecutive rounds or if the defender loses his last warcaster.

The defender wins if the Cryx player loses his last warcaster.

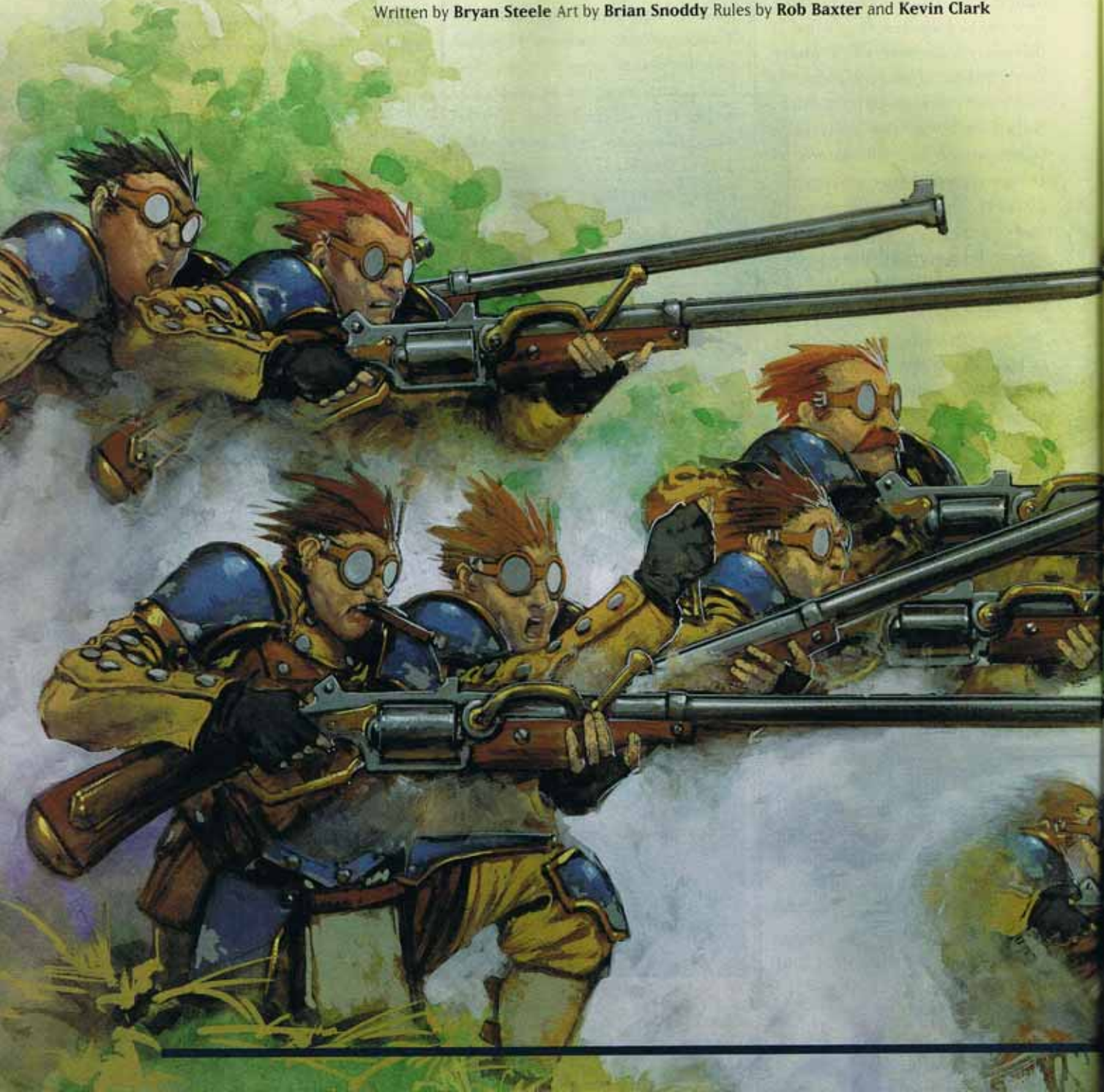


Cryxian Necrotech

GUTS & GEARS

THE MEN AND MACHINES OF WARMACHINE

Written by **Bryan Steele** Art by **Brian Snoddy** Rules by **Rob Baxter** and **Kevin Clark**



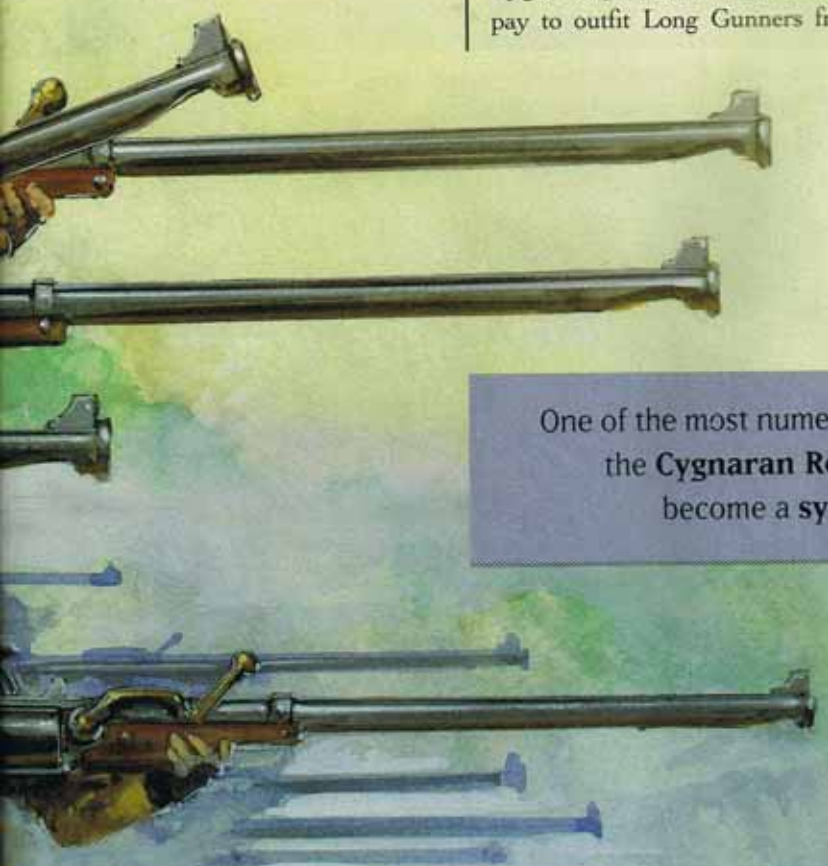
Cygnaran Long Gunners

The skilled reputation of the Cygnaran Long Gunners precedes them wherever their orders take them. Two-tier firing lines of these staple troops can unleash a hail of slugs that might as well be a wall of high-speed lead. Only troops in the thickest armor can stand in this onslaught for long, and even then they will not come out unscathed.

Riflemen from across Cygnar come to recruiting centers in every major city every day to try to enlist into the Long Gunners. It is a well-known fact that the Long Gunners are given the best equipment, the finest shot, and some of the best opportunities for advancement. Since the Khadoran invasion of Llael and subsequent attacks on Cygnaran territory, recruitment has increased two-fold as patriots from across the kingdom rush to enlist. Long Gunners receive training at a number of military bases and forts throughout Cygnar. Since the onset of war, these facilities are operating at peak capacity, turning out fresh troops as fast as possible, while struggling to maintain the quality of instruction.

New units are commonly grouped around individual cities or recruiting centers. It is a good way to keep the units close to their own homes and families while on garrison and maintain unit morale while giving the lads something near and dear to them to bolster their courage. Often earls of the Cygnaran provinces will personally pay to outfit Long Gunners from their territories, especially if the troops are expected to garrison their lands. Though outfitted in the same fashion as other Long Gunners, the uniforms of these troops may vary slightly. It is only in times of war these units get railroaded away to the front lines where they will be asked to stand fearless and resolute in defense of their kingdom.

Replacing the muzzleloaders of King Malagant's time, the Long Gunners have continually adapted to the latest and best rifles Cygnar can devise. Superior weapons and training have shaped them into the ultimate backup for the trench platoons filling the battlefields. Long Gunners must be ready to stand iron-heeled while their countrymen are embroiled in combat before their very eyes, waiting for the command to take aim against their brothers' killers. Dicipline and skill separate these riflemen from common garrison militias, and while it might seem more productive to "fire at will" like some units do—the Long Gunner is trained to let fly only when instructed. While it might be good enough for trench platoons to fire to hit anywhere on an incoming target, Long Gunners have to be good and fast—hitting exact locations in rapid succession. It might seem inefficient or wasteful to demand only the best shots from them, but anyone on the receiving



One of the most numerous and recognizable images of the **Cygnaran Royal Army**, Long Gunners have become a **symbol of pride** in the kingdom.

end of the torrential rain of fire will say otherwise.

Long Gunners serve in a variety of roles. In times of peace, they are most often utilized to garrison rail yards, cities, and border crossings. In times of war they both take to the field, providing withering volleys of fire whenever and wherever they are ordered. Trained to follow rigorous and exacting direction that would bring a tear to a Khadoran's eye, Long Gunners are known for combined fire that can drop an enemy 'jack at great range.

Before the start of the war, many Long Gunner units were rarely stationed far from home. Reflecting their role on the battlefield, these troops are lightly armored for maximum efficiency in battle. Commonly found only in armored coats and banded vests, they prize mobility and flexibility over sheer protection—not to mention the cost to the crown to outfit their numbers with anything heavier! Long Gunners on the move seldom stray too far from the requisitions officers, for they still tend to be more resource needy than many other units. Between rapid-firing expensive shot and the constant replacement of their guns' intricate and hard-used parts, Long Gunners are given large allowances for upkeep and maintenance. They have recently become so numerous and widespread that their upkeep represents a sizable portion of Cygnar's military budget.

The namesake and most prized possession of the Long Gunners is the repeating long gun. Over five feet of carved hardwood and heat-tempered steel, the long gun has been a work in progress for generations. Once based on the revolving-barrel principle, where pre-loaded barrels were turned by hand to line up with a central firing pin, the addition of the ammo wheel was a great refinement over the older clockwork revolving rifle. The ammo wheel greatly reduces not only the time between shots but also the speed of reloading. The concept of the ammo wheel is simple. Multiple shots are loaded into a cylindrical wheel holding four to six shots.. Using a long-handled crank attached to the wheel's cradle, the Long Gunner can easily line up the next slot in the wheel to be fired with a simple pre-calculated crank of the handle. Cranking the wheel into firing position in a combat situation was once a very difficult task, so pairs of Long Gunners would aid each other in a fire-cover-reload-fire pattern that allowed one gunner to step back while his partner shot and vice versa. This continued until the invention and addition of the shoulder hoist, a padded leather cup strapped under the Long Gunner's supporting shoulder. It would hold up the stock of the long gun with his own body weight, freeing a hand to turn the loading crank. It was a simple and ingenious invention,

CONSIDERED HEAVY AND UNWIELDY BY SOME, THE REPEATING LONG RIFLE IS A LONG GUNNER'S BEST FRIEND IN THE FIELD. MANY TREAT THEM BETTER THAN THEY DO A FINE LADY.

Repeating Long Rifle

The Long Gunner repeating long rifle is a long barreled military model designed for reliability and rapid fire. The weapon's main functional difference from other long rifles is the large rotating wheel (sometimes referred to as a **cylinder**) which contains six precisely bored holes holding the weapon's ammunition. The action of the rifle has a sturdy mechanical clockwork mechanism that primes and readies as the cylinder is cranked around to load a fully charged shot in line with the barrel. A fully loaded repeating long rifle may be fired 6 times before needing to be reloaded.Reloading the rifle requires one standard action per chamber you wish to reload and a DC 15 Craft (small arms) check.

The rifle may also be used as a standard long rifle, loading one shot at a time. The repeating long rifle can use any long rifle ammunition.

Item	Cost	DMG (M)	Critical	Range Increment	Type	Weight
Repeating Long Rifle	2400 gp	2d6	19–20/x3	160 ft.	Piercing	16 lbs.

and the freedom it grants the Long Gunners has made it priceless.

Each Long Gunner carries an ammo bandolier with six to ten extra shots to be loaded into the rifle. This can be done by hand, but veterans prefer to have at least one fully loaded ammo wheel in reserve. Reloading an ammo wheel takes a few minutes to do properly, and cleaning a spent wheel out to Cygnaran military standard could take twice that depending on the gun's general upkeep and the wetness of weather. Most Long Gunners do not clean their wheels when they do not have to, preferring instead to drop them off to the requisitions officers in exchange for new ones!

The armored long coat and banded breeches of the Long Gunner uniform are light and only reinforced as the engagement requires. Armored plates are inserted in buttoned slots along the long sections of fabric—the thighs, shins, stomach and chest—to the desired thickness. A Long Gunner placed in an urban garrison will no doubt wear less in the way of reinforcing plating than a gunner sent into the Thornwood on Khadoran border patrol. Most Long Gunners hope to outshoot the enemy at range and pray to Morrow their comrades at arms will keep them from close combat.

Defending a good field position in melee is still a possibility, and every Long Gunner must pass the same close combat training as any other army trooper—wielding stout swords kept oiled and sharpened. Some Long Gunners pride themselves on close combat prowess not only to defend their lives but also the expensive gear of their unit. Some go so far as to notch their sword sheathes or hilts with the number of close-quarter kills they have earned. This number is only ever bragged about among other Long Gunners; other units would likely not be impressed.

Long Gunner units are known for their relentless ability to pour eroding amounts of fire into a target or targets—enough to find soft spots in any armor or create new ones. Like surgeons they pick and place their efforts, shouting out range and aiming requests to each other in a brisk cadence of military commands.

Such is the trained coordination of Long Gunner units that they have actually been known to create their own "gunnerspeak" to be used on the battlefield. Such phrases bellowed out by the sergeant as "I want a sour mash down the big bear's gullet 'til she chokes" or "by the bollocks at a yardsman's arm" will offer volumes of targeting information to his unit. For instance, calling out a "gobber's bootknife" onto an enemy is the equivalent of ordering a unit to shoot the target in the lower rear—like where a bandit might backstab someone. It is a confusing code learned throughout the rigorous training their unit commanders put them through, and many speculate it is only through these seemingly random and sanity-defying phrases that Long Gunners can make such precise combined efforts over the roar of Immoren's present day battles.

In the Strategic Academies, retired Long Gunners teach potential officers how to adapt to this unit-wide cooperation. In the flow and ebb of Cygnar's beleaguered position, beset on all sides by enemies, Long Gunner units are suffering high casualties and are therefore seeing green recruits and old veterans being moved and replaced. Because each unit tends to have its own dialect of "gunnerspeak", it is only through widespread teaching of its basic patter and constant use in the field that the ability will survive the upcoming conflicts.

THE REDEEMER

CHASSIS: Redeemer

IN SERVICE: 545 AR

HEIGHT: 9'10"

WEIGHT: 4.85 tons

MAXIMUM SPEED: 18.5 Km/h

ARMOR THICKNESS RATING: 1" slotted plate

CARRYING CAPACITY: 450 Kgs

MAXIMUM LOAD: 800 Kgs

OPTIMAL BOILER FILL: 19 Gallons

FUEL LOAD: 70 Kgs of coal

FUEL CONSUMPTION: 5.5 hours general labor, 1.2 hour combat maneuver

DESIGNER NOTATIONS: None

BATTLEFIELD RECOMMENDATIONS: "Raise your songs high, choirs of the Creator! Sing for His holy hand to guide this machine! Those He chooses will be made clear in smoke and fire!"—High Exemplar Mikael Kreoss

STEAM WORKERS UNION COMMENTS: "How those shackled sods figured the heartfire vents into the rockets' fuse plate I'll never guess, but it is good work to be commended. That is, if they weren't always trying to kill us!"—Revanna Holbrook, Caspian Boiler Expert

One of the most recognizable 'jacks to step out of the secret Menite war foundries, the Redeemer is a battlefield terror whose mere presence shakes the nerves of most infantry. In its short history in Immoren's engagements, this rocket-launching menace has made a name for itself as the longest ranged weapon in the Protectorate's arsenal.

In very short order the Redeemer can unleash volleys of skyhammer rockets at great range, scattering entire units of infantry like wisps of ash on the wind by the shrapnel-filled explosions. These rockets are difficult to avoid due to their extremely erratic flight patterns, and they also make the Redeemer a danger to its own troops once they have closed to engage. Such is the fanaticism of the Menites—they are entirely willing to charge into an enemy formation while skyhammers whistle and careen overhead.

The number of enemies killed by Redeemer rocket salvoes far outweighs the numbers of friendly casualties—called reclaimant offerings after the fact—and only fuels the Menites' need for more of them. Some scrutators have gone so far as to claim the Redeemers' rockets seek out those who must be judged. When a rocket seeks the flesh of the faithful, it was predestined and his soul now fights for the Lawgiver in Urcaen.

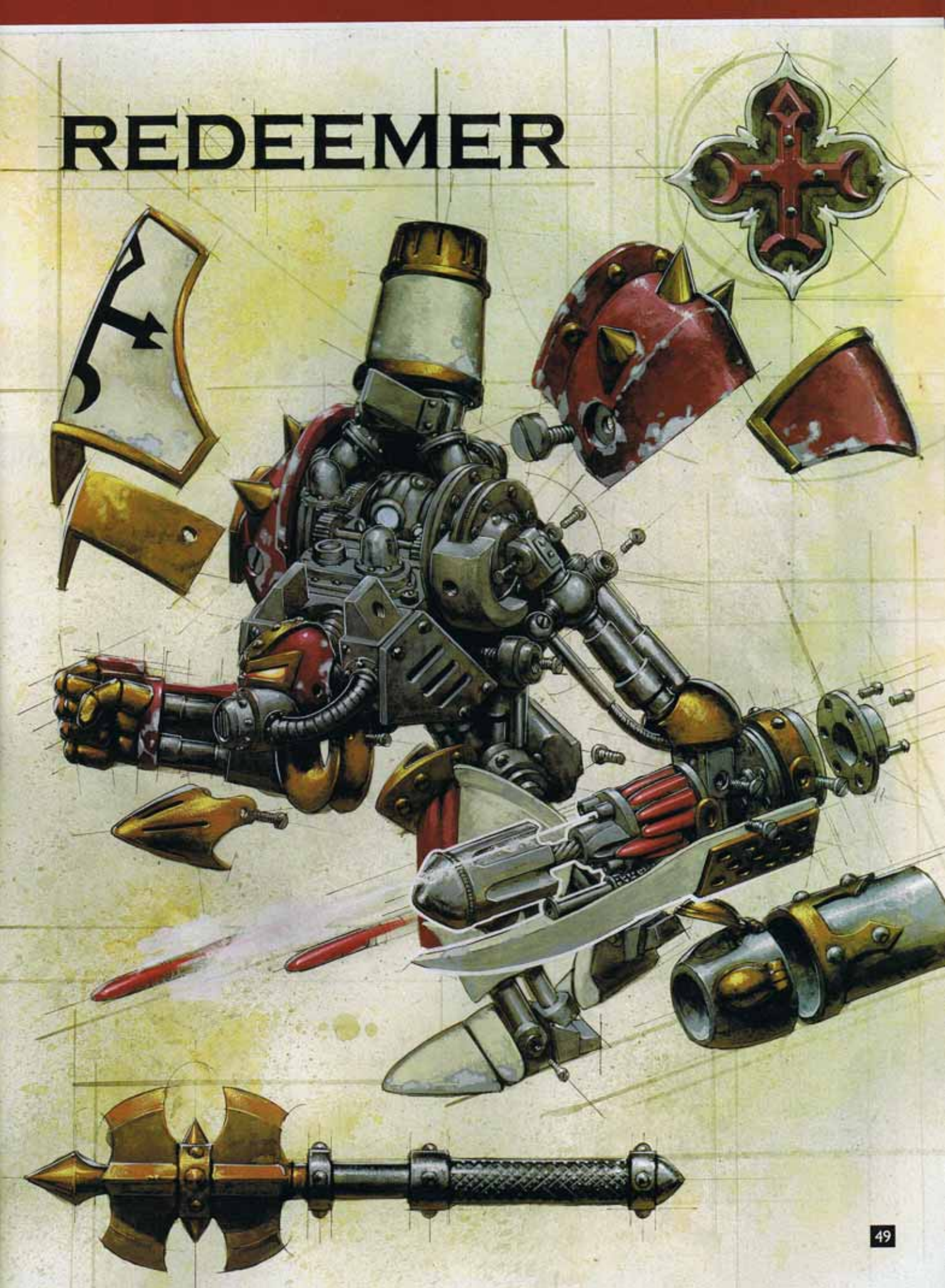
The Redeemer is loosely based on the same chassis as the Repenter, but that is where the similarities end. The Redeemer has some major differences technologically that make it far more advanced—even if by a number of simple improvements. When the Vassals of Menoth were set to the task of forging the plans of this artillery-esque beast, they were struck by a stroke of genius. The most noticeable and intrinsic change is the skyhammer rocket pod assembly set into left arm of the Redeemer. Armored against external puncture and banded with thicker reinforcements than the warjack's boiler, the pod is comprised of five shuttered tubes resting on a fuse-ignition plate, which is superheated like a tailor's iron by vented heartfire from the 'jack's main body. This plate gets red-hot very quickly, lights the extremely short fuses, and causes the shutters to blow outward with the rocket's launch.

Although used primarily as a ranged support warjack—like a walking artillery platform—the Redeemer is also a very capable martial combatant. As most infantry never get close enough to engage, it is armed specifically to defend itself against the speedy light warjacks that can weather the skyhammer volleys intact. Wielding a battle mace reinforced with the same grade metal used in warjack armor and shaped with several wedge-blades, the Redeemer can cleave through the thick armor of jacks. The mace is a heavy piece of equipment of solid bronze, iron, and steel. Due to its weight it is actually bolted into the palm of the Redeemer's right hand, making it a solid attachment not easily disconnected to allow use of an open fist.

The pointed "nose" of the Redeemer's head is awkward looking and different from that of many of the other Protectorate warjacks. This is not purely for aesthetics, or lack thereof, for the pointed face and heavy connector tubing is purposeful. Tied into the heartfire venting system and the

Each **Redeemer** is blessed before every battle by a priest asking Menoth for **unerring accuracy** with the **deadly payload**.

REDEEMER



Redeemer—Light Warjack

HIT DICE: 14

HIT POINTS: 107

BASE INITIATIVE: -1

SPEED: 25 ft. (5 squares)

ARMOR CLASS: 22 (-1 size, +12 armor), touch 9, flatfooted 22

BASE ATTACK BONUS: +10/+5

MELEE ATTACK BONUS: +16/+11

RANGED ATTACK BONUS: +10/+5

MELEE ATTACK DAMAGE: Battle Mace (large heavy mace) 2d6+6

SPACE/REACH: 10 ft. by 10 ft. (10 foot reach.)

SAVING THROWS: Fort +4, Reflex +4, Will +4

ABILITIES: Str 22, Dex 11

CORTEX: Aurum grade—Intelligence 8, Wisdom 11

BUILD DC: 41

CONSTRUCTION TIME: 8 weeks

PRICE: 39,150 gp

CHALLENGE RATING: 11

SPECIAL ATTACKS: Skyhammer Rocket Pod

SPECIAL QUALITIES: Mechanikal construct traits, steamjack traits, damage reduction 5/Serricsteel, darkvision 60 feet, lowlight vision.

SKYHAMMER ROCKET POD (EX): The Redeemer can make ranged attacks using its skyhammer rocket pod. The pod is mounted to the Redeemer in place of a left arm.

The skyhammer rocket pod may be fired 5 times back to back. Afterward the rocket pod requires one round to re-arm (which is done automatically) before it may fire again.

A skyhammer rocket pod holds a maximum of 15 skyhammer rockets.

steerage of the rocket pod, the Redeemer can use the point of its long faceplate to aim roughly where the rocket pod's next volley will soar. The connector tubing is thick enough not only to allow steam and exhaust to pass, but also to contain several pulleys and cables that, when locked into the firing mode, keep the rocket pod in line with the gaze of the Redeemer itself. It is an aiming mechanism that seems wasted on the inaccurate skyhammers, but it could easily be used again on more advanced weaponry in the future.

Too distinctive to hide as a labor 'jack as many Protectorate models did for so long, the Redeemer is only unveiled in times of battle. Few can argue about the simplistic purity of its design.

From storming Winter Guard in Khador to stalwart Sword Knights along the Cygnaran border, the Redeemer has struck fear in the hearts of infantry. When the smoke from their rockets blacken the sky over a battle, silent prayers go out in unison. Although never originally intended for any use other than the painful elimination of Menoth's enemies, it has now become an instrument of terror.

So well known and feared has the Redeemer's ability to sunder lines of troops become that the hierarch and grand scrutator have begun thinking of them not only as weapons, but tools of psychological warfare to steer and herd groups of enemies. Lines of Redeemer batteries openly—and purposefully—seen in motion by enemy scouts can force enemy commanders either to abandon certain areas of territory,

Skyhammer Rockets

Skyhammer rockets rely on a combination of fundamental aerodynamic principles and a basic understanding of alchemical propulsion. In effect, a skyhammer rocket is a powerful explosive rocket with a warhead composed of packed blasting powder, Menoth's fury, and a warhead designed to fragment on impact and ignite the contents within.

There are several methods of delivery, but detailed here is the skyhammer rocket pod.

Redeemer warjacks are armed with a pod, containing a load of five skyhammer rockets. The pod has five hatches that open for rapid reloading, and the pod itself can contain up to 15 skyhammers.

Skyhammer rockets explode with a tremendous blast, dealing 4d6 damage to anyone within 15 feet of the rocket's impact. Anyone within the impact radius can make a DC 15 reflex save for half damage.

Skyhammer rockets are deviating weapons.

Item	Cost	DMG (M)	Critical	Range Increment	Type	Weight
Skyhammer Rocket	500 gp	4d6	x2	30 ft.	Piercing	12 lb.

Guided by Menoth's will, Redeemer-heavy battlegroups are the bane of infantry everywhere.

Deviating Weapons

A deviating weapon is a ranged weapon that can deviate during flight moving its point of impact to a location near the target.

To attack with a Deviating weapon, make a ranged attack against the target. You can also target a specific grid intersection. Treat this as a ranged attack against AC 5. You cannot target a grid intersection occupied by a creature such as a Large or larger creature; in this case, you are aiming at the creature.

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the attack, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then count a number of squares in the indicated direction equal to the range increment of the attack.

After determining where the attack lands, deal damage to anyone in proximity of the weapon's burst, spread, or emanation as normal.

or add dozens of additional support troops to make up for calculated losses. Expert tacticians have even gone so far as using disabled or disarmed Redeemer chassis with minimal fuel fires burning to protect certain area—decoys to draw in or out troop types more vulnerable to the area's real Menite contingent. It may be only a matter of time before the Protectorate recalls, repairs, and refits these decoys for battle as well. Regardless of their theological rigidity, the Menites pride themselves in the ability to adapt on the battlefield—a skill clearly seen in the varied role of the Redeemer.

COLOR VARIATIONS IN THE IRON KINGDOMS

In the throes of war and across a hundred battlefields, there are many incarnations of wargear and equipment of the front line soldier. In each Guts & Gears, we will try to explore new and different paint schemes for each of the units or warjacks presented. You are in no way restricted to use just the color schemes presented here. A player should feel free to march his army gloriously to battle in his own original color scheme.

Painting by the world famous Brushthralls: Dave Perrotta, Finn Kisch, David Ray, Todd Arrington, and Dan Smith. For more work from the Brushthralls, visit **www.brushthralls.com**

Inside the Secret War

The Order of Illumination

In times of war, when noble attentions turn to dangers abroad, dark things stir in unwatched places. Necromancy, infernalism, heresy, depraved cults, such foul enticements seek out the weak of spirit, tempting the unwitting with the promises of evils both inscrutable and ancient. However, one group combats these foul temptations by waging a secret war in the name of Morrow, operating outside the forgiving strictures of his church, and condemning evil with powers no priest could control. They are the Order of Illumination.

Members of the Order of Illumination, often merely called the Illuminated, are wizards from diverse walks of life who embrace varied goals and utilize numerous—sometimes reckless—methods in their upright efforts. Still, despite their varied paths, all Illuminated share a neigh-unshakable faith in the virtuousness of their works, the magic that girds them, and most assuredly in Morrow's divine light.

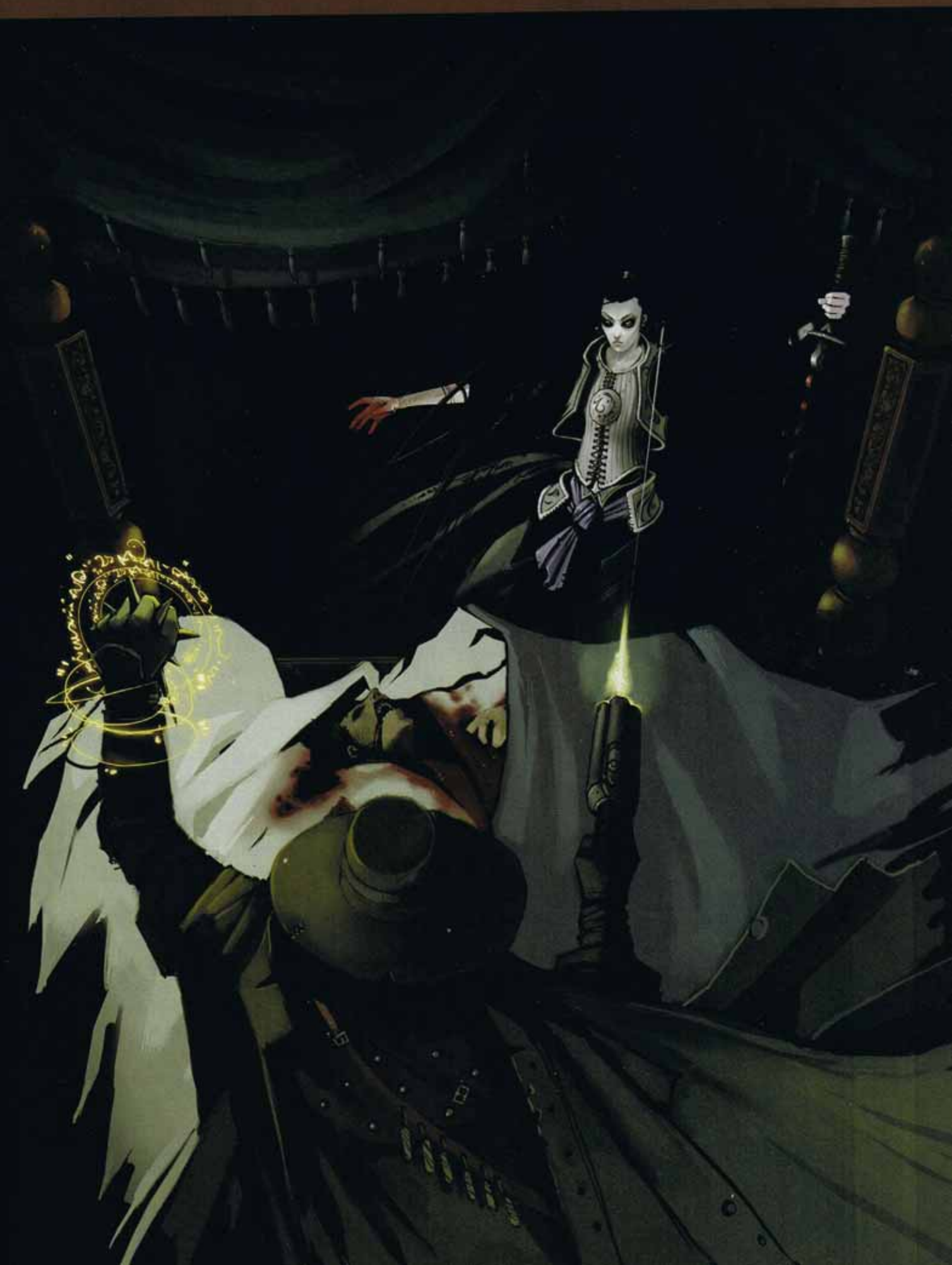
The Founding of the Illuminated

Severin Copernicun was born in 202 AR, the first year of the Iron Kingdoms era and exactly a century after the ascension of Corben. He was the third son of a prestigious Ceryl merchant family, and the customs of the time mandated that well-to-do youths of Severin's birth rank undergo grooming for positions within the Church of Morrow. However, his seminary training swiftly bowed to his burgeoning passion and aptitude for the arcane. He mentored under a pious wizard who had offered his services to the Church.

In 226 AR Severin gained admittance into the Fraternal Order of Wizardry, headquartered in his home city of Ceryl. His membership doubled and amplified his knowledge of the arcane arts, yet all the while Severin retained his deep spiritual connection to Morrow and the Church. Friendly and patient where most of his peers and instructors proved brusque and self-concerned, the pious young wizard gathered a significant group of colleagues, and eventually, eager apprentices throughout his studies.

In the bleak month of Casteus in 233 AR, Severin's late night research

Written by F. Wesley Schneider



led to a terrible discovery: several prestigious members of the Fraternal Order—his peers and teachers alike—conducting foul infernal rites in the heart of the Fraternal Stronghold. Reporting his horror to Vicar Calverius Bantren, one of his mentors in faith and devotion to Morrow, Severin led the servants of the Lord of Light back to the Fraternal Stronghold and aided in purging the heretics. Thus began a witch-hunt that would consume Ceryl for months.

Personally led by Vicar Bantren, the resulting inquisition pierced to the heart of the Fraternal Order of Wizards and implicated several of its highest-ranking members. Raiding the Fraternal Stronghold's halls, outlying libraries, and the homes of influential wizards throughout Ceryl, the inquisitors exposed a conspiracy involving dozens. Severin's horrific disillusionment with the Fraternal Order made him a stalwart aid to Vicar Bantren, his magic both revealing infernalists and saving many wrongfully accused of heresy. Though his actions won him the gratitude of some wizards who might have been tempted down a dark path, the Fraternal Order—its reputation permanently scarred by his acts—banished Severin as a betrayer and spy.

After months of investigation, executions, book burning, and sometimes rampant accusations, Vicar Bantren decreed the Fraternal Order of Wizardry cleansed of infernal influences. Severin Copernicun, however, found himself adrift. A near fatal encounter in his home with a razor-covered magical construct also made it more than obvious that certain wizards in Ceryl believed exile from the Fraternal Order was not a stiff enough punishment for Severin's acts. The scandal and disruption his acts had caused made him no more appealing to the Order of the Golden Crucible. Thus, both hopeful and fearful, Severin left Ceryl for Caspia, bringing with him a group of friends, apprentices, and allied mages disenchanted by the Fraternal Order's scandalous secrets, determined to create a new order bereft of the fraternity's corruption and elitism.

Upon reaching Caspia, the Exordium granted Severin and his followers both protection and their sponsorship, providing funds to create an autonomous order of arcane practitioners within the Sancteum. Humbly accepting, the Exordium anointed Severin Copernicun as the Church of Morrow's first Most Blessed and Vigilant Magus.

Committed never to suffer the corruption of the Fraternal Order of Wizardry, Copernicun swore he and his followers would study magic as tempered by the tenants of Morrow and bend their power to hunting dark magic in all its permutations. Within the heart of the Sancteum, Severin Copernicun laid the foundation for a union of wizards he christened the Order of Illumination.

The Illuminated Today

For the past 350 years, the Order of Illumination has combined the tenants of Morrow's faith with arcane research and

implementation. Through the centuries the order has weathered war, oppression, and revolution, ever managing to spread its influence throughout the southern nations of western Immoren, guarding itself against internal corruption, and repressing instances of heresy and dark magic.

Today, including apprentices and non-caster adjacents, the Order of Illumination numbers its members in the low hundreds. High Vigilant Peer Venessari Marpethorne (see the *Iron Kingdoms World Guide*, page 156) guides the interests of the order from the Grand Illuminated Library, the headquarters of the order in the Sancteum. Nearly sixty years old, Marpethorne manages both the order's internal affairs and its international interests from within the Cygnar Royal Assembly. Recently she has advocated a swift, diplomatic truce with Khador, as hostilities have made communication with numerous holdings of the order nearly impossible. Rumors suggest personal reasons might also influence the high vigilant peer's actions, for her headstrong and often socially embarrassing niece Lysimache (see the *Monsternomicon Volume 1*, page 227) was adventuring in Llael at the time of its invasion. Those who might provide information about Lyssimache's whereabouts and wellbeing would surely be greatly rewarded.

While the high vigilant peer deals with the majority of the Order of Illumination's farthest-reaching objectives, a mysterious court of eight vigilant peers assess rumors of heresy and foul magic, dispatch Illuminated peers and adjacents on specific missions, and mange the internal policing of the order. This court judges evidence of infernalism and other dark arcana and decides how best to act. The vigilant peers appointed to this court supposedly change frequently through a pro-cess of selection that remains a secret to all but the order's highest-ranking members. While most suspect they are appointed by the high vigilant peer, some rumors suggest that the will of the Exordium might hold greater power in such decisions. Others posit that those who serve as vigilant peers must leave the order after their terms (of indeterminate length) expire, for exposure to the deepest secrets of heresy invariably taints their thinking. Regardless, the eight vigilant peers serve as the heads of the order's fight to root out heresy. To defend both their lives and their virtue, these wizards are protected by layers of magical guards and illusions, making it nearly impossible to approach or attempt to discern the identity of a vigilant peer without his knowing.

As one might expect of any group with such an **aggressive mission**, the Order of Illumination counts numerous powers among its **enemies**.

Commonly, low-ranking Illuminated are sent to retrieve information for the vigilant peers, but when evidence of heresy proves irrefutable, the court regularly employs groups of more powerful members and adjacents, trusted non-wizard allies of the order often armed with magical and alchemical weapons suited to their missions. Should a threat prove beyond the abilities of their agents, the vigilant peers might petition the Exordium directly for aid in the form of priestly support or the loan of relics from the Order of Keeping.

Enemies of the Order

As one might expect of any group with such an aggressive mission, the Order of Illumination counts numerous powers among its enemies. Foremost are the infernals stalking the shadows of western Immoran and the Thamarite cultists summoning them, but all witches and their ilk are priority targets.

To the Illuminated, witches are any spellcasters who practice forbidden necromantic arts, bargain with infernals, embrace the dark tenants of Thamar, or otherwise bear the mark of foul magic (refer to the IKCG, pg. 294). Though members of the order are sensitive enough to the pulse of magic to realize that not all who exhibit sorcerous powers are witches, all sorcerers are held in suspicion and watched for signs of corruption. Of late the greatest threat to arise to the attention of the order is sorceress Alexia Ciannor, niece of Prelate Pandor Dumas. The necromantic protégé wields a sword of tremendous power—one that is, in the order's estimation, the most powerful evil relic on the face of western Immoran. The sword's threat is not expunged by its recent use helping to fullfulling a Morrowan prophecy. As a result the order has dispatched dozens of Illuminated with full support of trusted adjacents to hunt Alexia. So far, none have been able to track her movements successfully.

Perhaps the order's most feared enemies are those they worry may come from within. Born from a fraternity festering in its own corruption, the Illuminated have sworn never to fall to such depravity. As such, all members undergo rigorous and regular magical testing to assure not just continued loyalty, but to verify their continued virtuous

thinking. Such testing commonly occurs once a year but may be enlisted more frequently after particularly harrowing missions against infernal forces.

These tests are administered by three interrogators: an Illuminated of superior rank to the one being tested, one of the tested's peers, and a priest of the clergy of Morrow. A test is conducted over the course of an hour-long interview held under the magical scrutiny of a host of divination spells (most commonly being *detect evil*, *detect thoughts*, *discern lies*, and *true seeing*). After an hour, the subject of the test is dismissed and the test's administrators meet in private council. The decision of this council is not immediately provided to the tested, but rather it is posted and announced publicly the next morning—along with the results of all other tests. Testing verdicts take one of two simple forms: "innocent" or "guilty," with the consequences of a guilty verdict being swift and uncompromising: expulsion from the order. Those guilty of other crimes may be turned over to the Church or local authorities for further punishment.

Bastions of the Illuminated

Embraced within Morrow's holy Sancteum in Caspia, the Grand Illuminated Library is the heart and headquarters of the Order of Illumination. Mere yards from Morrow's Seminary College, the Grand Illuminated Library rises as one of the tallest structures in the Sancteaum. It bears the seal of the order's emblem, the Radiance of Morrow, and the symbol of Ascendant Corbin. Aside from the decorative iconography, the library is a relatively plain structure. Its slate and marble walls are broken only on one front by its main entrance and a towering stained glass window depicting Asc. Corbin rising several stories above it.

Within, the main hall of the Grand Illuminated Library appears more like a cathedral than a library. Its walls are adorned with Morrowan scripture and illuminated scenes from the Enkheiridon. Bookshelves of arcane theorems, alchemical formulae, holy writings, and other esoteric works fill the gap between religious masterpieces. Spaced between the airy stacks, pews and a raised dais complete with an ornate altar make the hall as much a sanctuary and meeting place as a library. Spiral staircases at each corner of the hall rise to the library's middle floors dedicated to magical study, alchemical research, and personal worship.

The undead and **infernal enemies** which illuminated wizards must face shrink in the presence of **Morrow's holy light**, making the clerics bearing that radiance **invaluable** companions.

Farther above through passages only accessible by magical keys are the offices, meeting halls, and personal chambers of the vigilant peers and the high vigilant peer.

Besides these floors, it is also said numerous other chambers are hidden below the tower. In these whispered halls rest heavily warded vaults defending some of the order's most powerful magical relics and imprisoning numerous foul artifacts confiscated from heretics and cursed sites throughout western Immoren. These vaults are largely kept a secret in order not to further tensions between the wizards and the Order of Keeping. Aside from this arcane storehouse, rumors hold that supposedly converted fugitives formerly in the service of Vinter Raelthorne the Elder's Inquisition now ply their trade, hidden from public eyes. Few dare even hint at what employ these ex-inquisitors might find, but their merciless service to the former king suggests few would possess greater experience making heretics reveal their secrets.

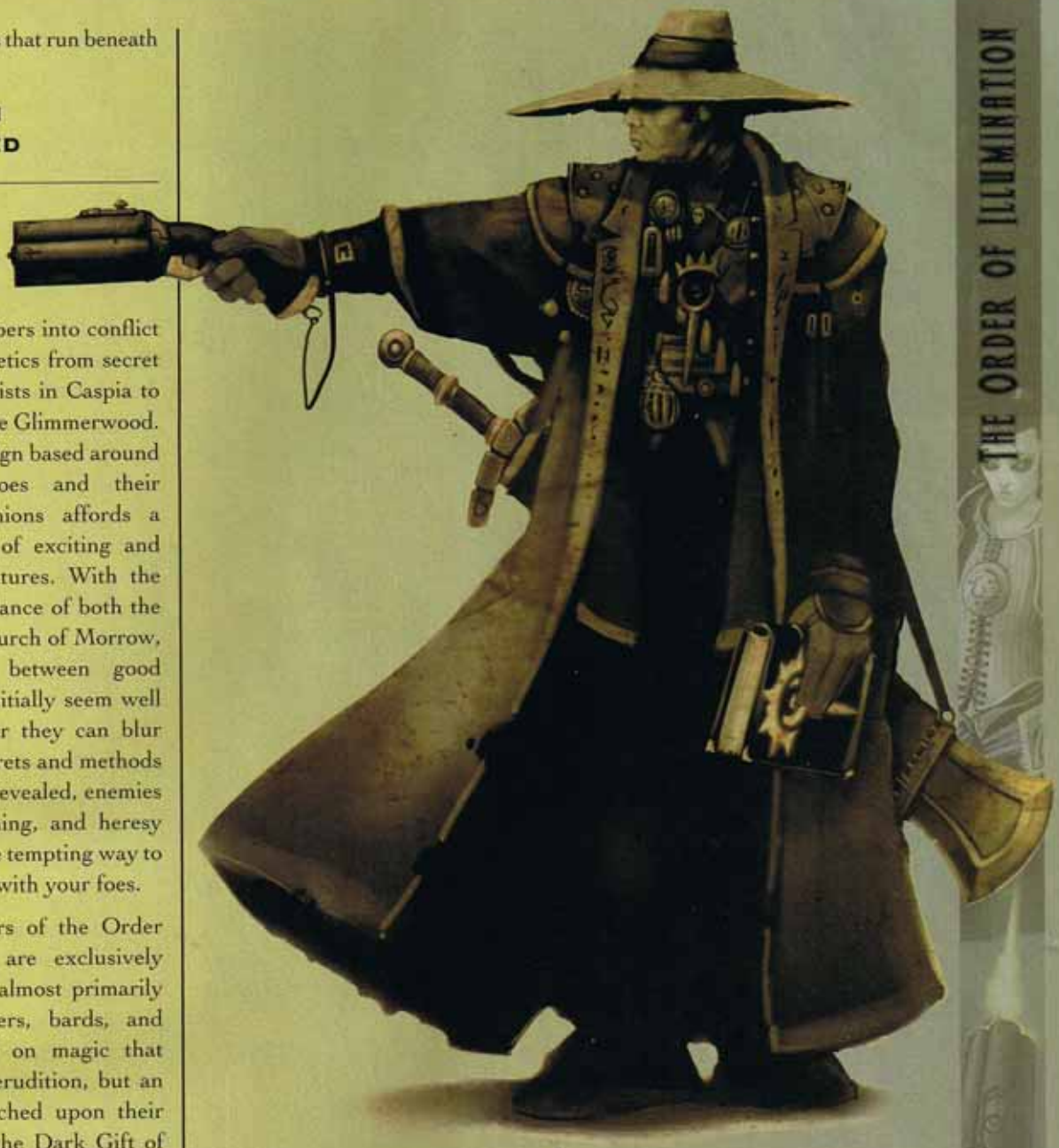
While the Grand Illuminated Library remains embraced within the Sancteum in Caspia, the order has public holdings within Corvis, Highgate, and—in seemingly purposeful defiance of the Fraternal Order of Wizards—in Ceryl. Besides these bastions, the society also keeps well-stocked but secret redoubts most notably in Merin, Skrovenberg, and Elsinberg. On the most extreme fringes of the order's influence, these holdouts are nothing more than hidden reserves of food and equipment, hidden within hollows or under floorboards marked with the symbol of Ascendant Corben.

These holdings, often referred to as Illuminated Halls, commonly hold arcane libraries, laboratories, and arsenals with little staff. Besides supporting Illuminated on specific missions, all Illuminated Halls work toward a single concerted aim as determined by the order's headquarters and circumstances unique to the region. As one example, the Illuminated of Corvis, under the watchfulness of Vigilant Illuminated One Karsik Goldur (male Caspian Ari4/Wiz9), hunt the walking dead that frequently appear in the region, monitor any occult studies conducted at Corvis University, and wage a constant war on necromancy within the City of Ghosts. Alternatively, the Illuminated Hall of Skrovenberg and its leader, Vigilant Illuminated One Kasia Radadivich (female Khard Wiz11), currently focus nearly all of their efforts investigating a number of Orgoth barrows outside the city as well as increasing evidence of

connecting tunnels that run beneath the ancient port.

PLAYING AN ILLUMINATED CAMPAIGN

The Order of Illumination seeks out evil in all its forms, bringing its members into conflict with hosts of heretics from secret cabals of infernalists in Caspia to the heathens of the Glimmerwood. As such, a campaign based around Illuminated heroes and their adjacent companions affords a limitless variety of exciting and dangerous adventures. With the support and guidance of both the order and the Church of Morrow, the distinction between good and evil might initially seem well defined. However they can blur as the deeper secrets and methods of the order are revealed, enemies grow more cunning, and heresy grows into a more tempting way to deal expediently with your foes.



Full members of the Order of Illumination are exclusively spellcasters and almost primarily wizards. Sorcerers, bards, and gun mages rely on magic that stems not from erudition, but an innate power etched upon their souls. Magic is the Dark Gift of Thamar, and most Morrowans hold that mortals have not yet repaid the Dark Twin for her boon. While the magic of wizards and arcane mechaniks comes from study of predictable powers—an act that itself implies control and understanding—the magic of other casters is wild and, many fear, controlled by some external force. As such, sorcerers are mistrusted and are often held in suspicion even if not directly hunted. War-bards and gun mages might serve the order as adjacents, for their magical skill is considered less sophisticated and tempered by military training. However, should such spellcasters turn their magic to heretical purposes, the Illuminated are just as likely to hunt them as necromancers.

Those from more devout walks of life also frequently join the Illuminated in their virtuous endeavors. The undead and infernal enemies which Illuminated wizards must face shrink in the presence of Morrow's holy light, making the clerics bearing that radiance invaluable companions. Such servants of Morrow might also serve the will of the Exordium, not only meting out the Prophet's justice but keeping watch over the church's wizardly allies and their far-flung, sometimes secretive activities. Paladins of the Prophet also might be ordered to attend the needs of the Illuminated. These holy warriors serve as rare paragons of Morrow's faith and prove valuable assets to the church, thus they are only ordered to aid Illuminated dealings when their help is both directly requested by the council of vigilant peers and such intervention is deemed prudent by the Exordium. Even more than priests, paladins are inclined

Relics and the Church

Sometimes combating the varied threats of heresy throughout western Immoren proves to be beyond the abilities of even the Order of Illumination's potent magical prowess. When such threats arise, however, the Illuminated regularly turn to their quiet patron and ally in faith, the Sancteum. Within the vaults, reliquaries, and remote monasteries of the Church of Morrow lie untold holy treasures, relics of peerless divine potence, and conduits of Morrow's boundless light. In cases of the direst need, the church might even be convinced to loan such irreplaceable assets to the Order.

Through their superiors and the court of vigilant peers, PCs might request aid from the Church of Morrow. Though unlikely to bestow their greatest relics to the untested of what remains an organization outside the direct control of the Exordium, certain support might be provided depending on the skill and need of those who ask. Providing characters with equipment and magic items in advance of their level might unbalance and disrupt a campaign, but PCs might be loaned such items for a limited duration solely to face a threat beyond their abilities. The gp value of items the church might loan a group of Illuminated is determined by the party's average character level, effectively being a boon costing no more than half the wealth a character of that level should normally possess. As such, a group of 2nd-level characters would be allowed no more than 450 gp worth of aid from the church while a 10th-level party would be provided relics worth no more than 24,500 gp. The most powerful relics of the faith are priceless and irreplaceable and should never be loaned except in the most unusual of circumstances and accompanied by dedicated guardians.

to seek out and fight evil actively although these warriors place their loyalty first to the church and consider the Illuminated a distinct, if allied, organization.

Monks of the Order of Keeping might also serve alongside a group of Illuminated, but like paladins they often do so grudgingly. The Order of Keeping is entrusted with retaining and protecting some of the most holy of Morrow's sacred relics. From the remains of past priests to artifacts of the ascendants, members of the Order of Keeping dedicate their souls to Morrow and train their bodies to be weapons in defense of their lord's most holy treasures. As such, when the Order of Illumination petition the Exordium to borrow the exact treasures they so fervently protect, friction invariably occurs. To deal with such tension, relics in the Church's possession rarely leave their reliquaries without at least one martially trained chaperone from the Order of Keeping.

To supplement their ranks, the Order of Illumination is also not above hiring trusted mercenaries or cultivating non-arcane allies in the form of adjacents. From common warriors and trackers to specialized experts in the fields of machinery or intrigue, the Illuminated seeks out reliable, faithful, and upright agents, but expertise sometimes outweighs the need for respectability. However, the order never compromises its tenants to hunt down heresy to succeed at short-term goals. Heathens like berserkers, druids, fell-callers, and sorcerous witches or near-witches are never allowed to ally with the order. They are also wary, if not openly hostile, to the Cult of Cyriss and rarely associate with those who worship that goddess.

Tools of the Illuminated

Corbenite Radiance

Etched with prominent arcane runes signifying strength, temperance, piety, and change, these silver holy symbols of Morrow are carried by many high-ranking members of the Order of Illumination in lieu of the traditional Morrowan Radiance. Sanctified to both Morrow and Ascendant Corben, patron of wizards, these icons are nearly as recognizable and almost synonymous with the sword and sun symbol of the order.

Besides being icons of faith, *Corbenite Radiances* allow magic users to infuse their magic with Morrow's holy might. When presented while casting, any arcane spell that deals damage of a specific energy type has half of that damage changed to holy energy. As such, half of the spell's damage is not subject to being reduced by resistance to damage of the spell's normal energy type. For example, a *flaming sphere* would deal 1d6 points of fire damage and 1d6 points of holy energy damage.

Corbenite Radiances only function for arcane spellcasters devoted to Morrow who have adopted Ascendant Corben as their patron. Spells cast by those of other faiths or patrons who attempt to use one of these symbols are unaffected.

Moderate evocation; CL 7th; Craft Wondrous Item, *holy smite*, *imbue with spell ability*; Price 8,000 gp; Weight 1 lb.

Reliquary of Ascendant Corben

One of the most powerful magic artifacts in the possession of the Order of Illumination— and a major point of contention between them and the Order of Keeping— is the *reliquary of Ascendant Corben*. Ornate panels of beaten platinum and gold cover this 4-foot-square-chest's surface, and each details a scene from the life and exploits of the wizard Ascendant. Numerous overlapping and interlocking panels form a segmented lid and create a puzzle in opening the reliquary. Affixed to the chest by numerous hefty hinges and surrounding a large lock shaped into the symbol of Morrow, the cover posses an implacable barrier to all but those in the order's highest echelons.

The *reliquary of Ascendant Corben* is a lesser artifact hidden within the best protected vaults of the Grand Illuminated Library. To use the reliquary, one must mange to open the chest. No key exists to open the reliquary, as the keyhole is merely a misleading trap. Any thieves tool or similar device meant to open the lock is affected as if by the spell *heat metal* and immediately brought to searing temperature regardless of the material from which the tool is constructed (thus, even a wooden lock pick would be heated). Those who endure the damage caused by the heat or are immune to fire damage fail at all checks to unlock the reliquary. A DC 30 Craft (locksmithing) check reveals that no lock actually exists upon the reliquary.

Actually to open the chest, the user must show a masterful understanding of both the arcane arts and Morrow's teachings. The lid is actually a complex puzzle that operates as a physical metaphor for Morrow's tenants and the flow of magical energies. Only a character who spends a minute and succeeds at a DC 30 Knowledge (arcana) and a DC 30 Knowledge (religion) check can open the holy container. Facets of the puzzle change after each successful opening, so these checks must be made every time a character attempts to open the reliquary.

Once opened, the interior of the *reliquary of Ascendant Corben* is exposed. Filled mostly with pillowy while silks, a single pristine molar lies at the heart of the chest. The rest of Corben's remains are interred in a monastery near Fharin where he died, but this tooth was donated to empower this holy relic. Upon viewing the relic, the user is filled with the power of Ascendant Corben and the lid snaps closed and cannot be opened again for 1 week. Only wizards gain the benefits of viewing the relic within and may immediately replace any spell already cast that day with a newly prepared spell from their spellbooks (uncast spells cannot be replaced). For example, a wizard who had cast a 1st and a 7th level spell before opening the *reliquary of Ascendant Corben* may regain any 1st and 7th level spell of his choice from his spellbook as if he had just prepared them.

Strong (all schools); CL 20th; Weight 15 lb.

Illuminated Skills

Members of the Order of Illumination rely on a variety of skills to detect and exorcize the taint of witchcraft. In their hunts, the Illuminated have developed a variety of new uses for some of their most reliable talents.

Decipher Script: The Illuminated are familiar enough with Thamar's Telgesh glyphs to recognize them, but not enough to discern their literal meanings. A DC 20 Decipher Script check, however, gives an Illuminated a general, one-word impression of a set of glyphs' intention. For example, a message meaning "dangerous magic here" might be interpreted merely as danger, while the mark recording directions to a safe house might merely be interpreted as directions or safety. If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. (Success means the character does not draw a false conclusion; failure means he does.)

Sense Motive: A member of the Order of Illumination with 5 or more ranks in Sense Motive also gains a +2 synergy bonus when making a Wisdom check with the Witch Hound feat to determine whether or not an individual is marked as an arcane spellcaster.

Spellcraft: A character with the Sense Mark feat is capable of using the Spellcraft skill to track the movement of any creature bearing a mark. Marked creatures of evil alignment leave behind an aura that can be detected through the use of *detect evil*. The power of the creature's aura is equal to its evil aura, detailed in the description of the *detect evil* spell. Marked creatures also leave behind a lingering aura as described and detected by the *detect magic* spell. By spending a full-round action and making a DC 20 Spellcraft check, a character with the Sense Mark feat can determine the direction in which the creator of the marked lingering aura went. This ability does not make the marked creature's aura detectable without the use of magic and does not reveal an entire trail, just a direction. Multiple uses of this skill, and likely multiple uses of the spell *detect evil*, are required to track a marked creature in this manner effectively.

HORDES™

"They do not know the strength of flesh and the song of blood. I will teach them."

—Haorluk Doomweaver, elder trollkin shaman of the Gnarls

THE NEXT BIG THING

PREVIEW OF A WORK IN PROGRESS

Men and women once feared the wilderness. Menoth taught humanity to build walls against wild beasts and to light fires against the darkness. He battled with the great serpent and squashed it under his heel, sending it scurrying under rock and into shadow. Mankind rose to dominate, yet in the shadows the serpent has feasted and grown unchecked.

Terrors now rise in forgotten places: the desolate wastes, fetid swamps, frozen mountains, and gnarled forests. Some have awoken to righteous wrath by the intruding wars of man. Others emerge from forgotten places to enslave any who challenge them. They will set upon one another in a bloody clash of sword, tooth, and fang. Ash, desolation, and the smoking ruin of once proud civilizations will be their legacy.

WRITTEN BY DOUG SEACAT ILLUSTRATIONS BY MATT WILSON

Power is not wielded only by those who control steel and machines. There are older arts, such as the ancient talent to siphon bestial potential and harness primal rage, wielded by the warlocks. They know how to feed on pain and fury, stoke its chaos, channel this raw energy, and shape it like clay. Dark reputation surrounds this rare ability; the educated of the western kingdoms consider it a sinister necromantic precursor born of pacts with the Vomiter of Darkness.

This bond is taxing, sometimes brutal, and painful, yet it springs from the vitality of life rather than the energies of death. Warlocks claim the ability to control and unleash the strength of lesser beasts is their birthright. For some these beasts are friends and allies, and the intimate bond can forge strong loyalties. Others hold their savage slaves without esteem, goading them to rage with torment and pain and gladly sacrificing them in battle.

The Trollbloods

Increasingly trollkin kriels have been pushed into the margins and relegated to inhospitable forests, mountains, and swamps. Some bravely endure the heat and wind at the fringes of the Bloodstone Marches or the frozen north of Khador's Scarsfell Forest. The complacent citizens of Cygnar would be amazed to learn how many uncounted trollkin inhabit the Thornwood Forest or its equally impressive western counterpart, the Gnarls. Even these unwelcome lands have seen the intrusion of outsiders, whether by railway companies, brave homesteaders, or the stomping boots of soldiers marching to war.

"When we fight as one heart, **as one kriel**, no kingdom can ignore our demands."

—Chief Madrack Ironhide of the Thornwood Forest

A tide of resentment has been building in these tribes, for the trollkin are a territorial people and require considerable hunting land and resources. Discussed only

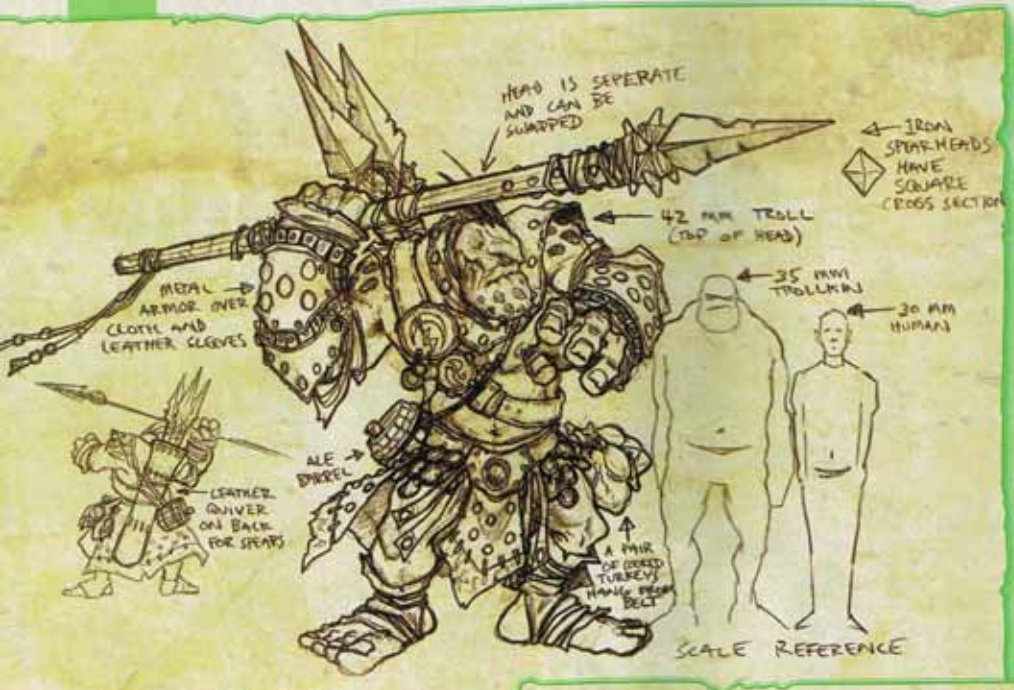
among the eldest Dhunian priests, trollkin numbers have been rapidly waning not from supernatural or divine affliction, but the simpler and more insidious encroachment of humanity.

Tempers have slowly risen to the beating of drums and the chanting bellows of fell callers. Particularly for the numerous tribes scattered throughout the Thornwood, the outbreak of war between Khador and Cygnar has put trollkin kriels in the middle of carnage. Lives have been torn apart by thundering cannons, the rending tread of warjacks, and the carrion stench of death drawing Cryxian necrotechs like flies to rancid meat. Many young and unready trollkin have been caught in the crossfire of warring nations.

Mighty chieftains rise to rally the trollkin. The kriels boast myriad leaders and have no central authority, yet several great chiefs have come to special prominence and command almost universal respect. Among the kriels of the Thornwood Forest, Chief Madrack Ironhide has become an inspiration to his people. Rumored once to have had the ear of King Leto, Chief Madrack is unstoppable in battle as an albino master of both sorcery and arms. Though he has no desire to confront the Cygnaran army, his people have called to him, and he will defend them against any aggressors. He has tried to find a middle path with the humans of Cygnar by negotiating for land in exchange for aid on the undefended eastern border. In his heart he knows he cannot forestall the bloodshed to come.

From among the knotted trunks of the Gnarls, an ancient priest named Hoarluk Doomweaver has gathered the lesser chiefs of his region. This wrathful Dhunian has no patience for mankind and knows war is the only way to win land. He has argued and debated with the more moderate chiefs, including Chief Ironhide, and urged them to be merciless. Doomweaver's bloodline maintains ancient pacts with all the breeds of wild and savage trolls in western Immoren, including the dreaded dire trolls. He can call them to battle but cannot control them once they are unleashed.

These two competing chiefs might have found themselves bent against one another were


HEAD IS SEPERATE AND CAN BE SWAPPED
IRON SPEARHEADS HAVE SQUARE CROSS SECTION
42 MM TROLL (TOP OF HEAD)
35 MM TROLLKIN
30 MM HUMAN
METAL ARMOR OVER CLOTH AND LEATHER SLEEVES
ALE BARREL
LEATHER QUIVER ON BACK FOR SPEARS
A PAIR OF COOKED TURKEYS HANGS FROM BELT
SCALE REFERENCE

TROLLKIN IMPALER

TROLLKIN WARLOCK

it not for the scheming of the blackclads. The manipulative druids have long played games with regional kriels, pretending to be allies while enlisting trollkin to serve as cannon fodder and encouraging internal rivalries.

This time they have gone too far—a recently thwarted assassination attempt on Madrack Ironhide has backfired on the druids. By this treachery the albino chief and elder shaman have formed stronger bonds, forgetting their differences in the face of a common adversary. Now the trollkin have united to annihilate their would-be manipulators and any others who stand in their way. They will rise up to claim what is rightfully theirs and shake the human kingdoms with their war cries.

Legion of Everblight

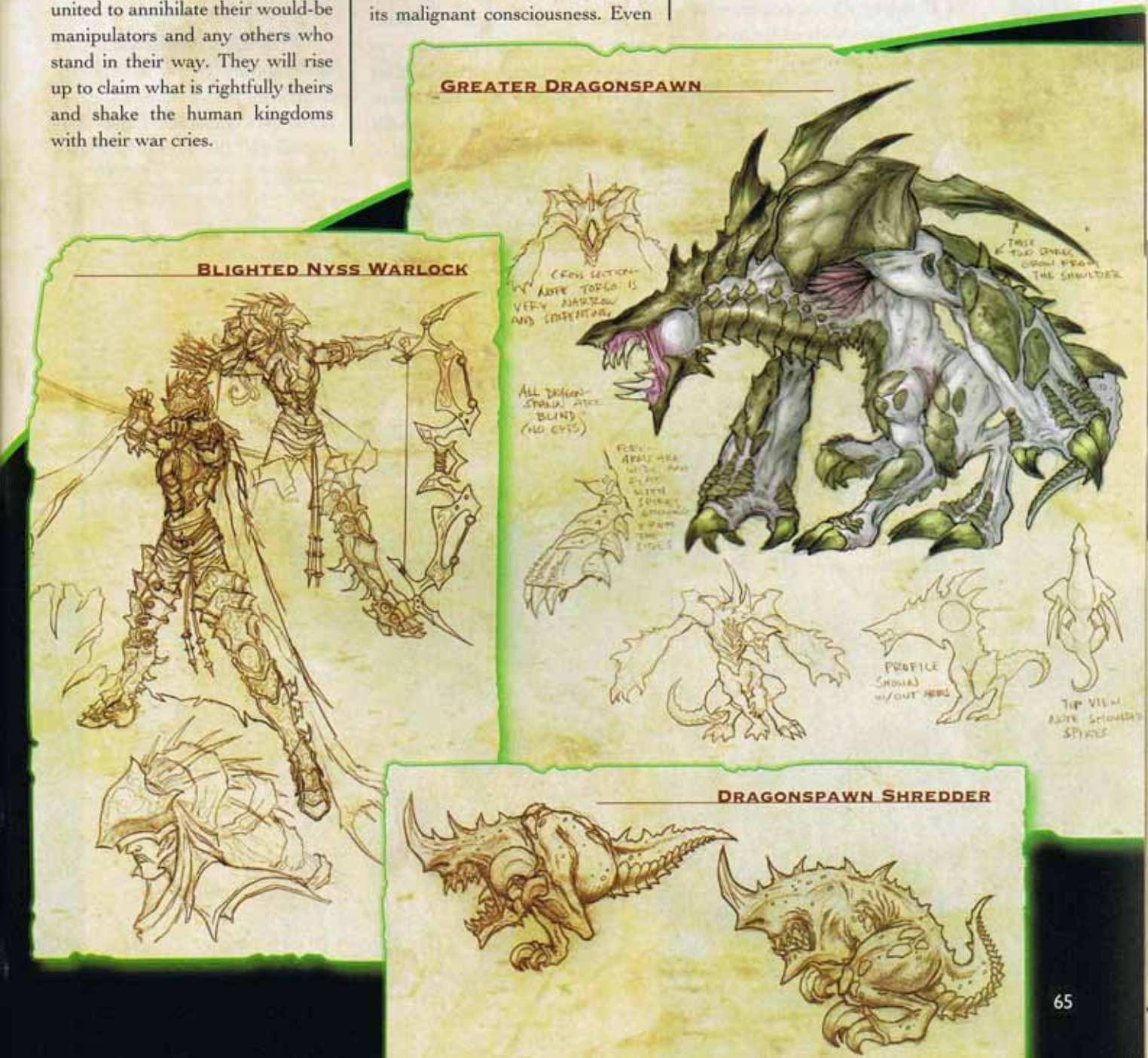
There are some evils possessed of infinite patience and guile. Overshadowed by Lord Toruk, the father of dragons, it is easy to forget that His progeny are similarly endowed—each immortal and singularly dreadful.

Dragons are a force of blight and perversion inimical to the balance shaped between Dhunia and the Devourer. They are not alive in the same fashion as other beasts, nor do they die. A dragon's flesh is a transitory shell for carrying its malignant consciousness. Even when obliterated down to its core essence, the athanc, a dragon endures. From this unholy stone, a new dragon can be reborn with the mind of the old, quickly regenerating to full strength. No lore of mortals has been able to destroy these dragon stones.

This was the dilemma facing the victorious army of Ios in the

"I renounce all gods and all masters.
I sacrifice myself to you."

—Former ogrun wanderer Thagrosh Hellborne, soon to become the Abomination



year 390 AR after one of the greatest battles ever fought in secret. At enormous loss of life, the elves conquered the wyrm Ethrunbal, also named Everblight. The elves were not fools; they recognized the unquenchable evil of the athanc and took appropriate measures. Consulting skilled diviners, they were instructed to place the stone in an enchanted sealed box and place it at the "Top of the World."

Accordingly Everblight's frozen and dormant athanc was sent to the highest peak of the great Mount Shyleth Breen just south of Ios. However, the loremasters were uncomfortable with its proximity. Spies sent abroad pilfered maps and charts detailing the mountains of Cygnar and Khador, and it was determined they had made an error. The highest peak was among the Shard Spires in northern Khador, home of their wayward cousins, the Nyss. A brave and determined band of volunteers gathered in 503 AR for a secret trek. Although all who participated perished in the voyage, Everblight's athanc was secretly secured at the highest point of the tallest mountain in western Immoren, there to brood in isolation for another century.

Everblight's undiminished mind conceived an ingenious plan. It would gain its freedom and more without recorporating its flesh and blood. Without a body it could avoid its sibling rivals such as Halfaug and Scaefang. It would initiate a new strategy to preserve its immortality, stay hidden from its dragon kin, and carve out its own domain before returning to flesh.

The chance it awaited finally came in 605 AR when the ogrun wanderer Thagrosh heard alluring and irresistible whispers on the wind from a nearby mountain peak and answered the call. Now enslaved and deranged, Thagrosh has unleashed a new terror on the world: the Legion of Everblight.

Circle Orboros

There is no more mysterious a group in western Immoren than the Blackclad druids. They name themselves the Circle Orboros, shortened among outsiders to simply "the Circle." They are an ancient order of those who have answered the wilding, hearing the voices of the wilderness, the call of beasts, and storm. Shunned by their families, they were sheltered and raised by other druids and taught to tap into raw natural chaos.

Druids are linked in spirit to the Beast of All Shapes—the father of predators and the embodiment of natural destruction. They do not serve the Devourer as priests, for theirs is a less worshipful yet more intimate relationship. They revere this god by its secret name of power: Orboros. This name describes a serpent swallowing its tail, signifying infinity, endless power, and the reach of nature which encircles Caen.

They are secretive about their affairs and are often accused of dark deeds in the moonlit forests. Citizens of western Immoren think them responsible for human sacrifice,

"The time for **scheming in hiding** is ended. Let us demonstrate to these **fools** the power of **chaos unleashed**."

—Krueger the Stormwrath, Potent of the Circle Orboros

Kaya, Druid Warlock

bestial transformations, and birthing horrors like the barbaric Tharn and the warpwolves. There are kernels of truth behind these wild rumors. The druids know terrible secrets and have an unbroken chain of spoken lore stretching back into prehistory when man carved on cave walls and wept for a creator that had abandoned them.

The druids of the Circle are few in number; only a few hundred across the western continent have mastered these abilities, yet they wield disproportionate power and influence in the wilderness. They can shape stones and wood into massive constructs called woldwardens, command wild beasts to fight for them, and summon the forces of storm and wind. They carve out massive territories which they patrol and oversee. The highest leaders of the Circle meet regularly to share information and hatch intricate schemes.

It was the druids who discovered the waking of Everblight. They saw the ragged groups of screaming Nyss refugees abandoning their homes and fleeing their shards. The druids knew of the resting place for Ethrunbal, for they had observed the Iosan heroes on their voyage to deposit the horrible burden. The Circle has long been interested in the dragons, watching and recording their movements. Still, all their study and lore did not prepare them for the speed with which Everblight's tainted miasma has spread across the northern ice.

Due to their limited numbers, the Circle is reluctant to risk its membership directly. Theirs is a practice of manipulation and redirection. They agreed to gather the disorganized and uncivilized races under their control and send them against Everblight's growing legion. It was under this pressure that they tried to manipulate the trollkin tribes, intending to sacrifice them as the first line of defense.

As they had done in the past, they initiated a plan to eliminate the strongest chiefs and replace them with more malleable figureheads, but they badly underestimated the cunning of Chief Ironhide. Their assassin was slain, their treachery was revealed, and their failed

WARPWOLF

plan ignited a war of ambush with the trollkin. With their circles under siege, the druids have been forced to retreat and regroup. They missed their one chance to stall the blighted legion. If they are to survive, they must subdue the trollkin while turning their power against the tainted legion from the north.

As if this were not enough, eastern druids overlooking the Bloodstone Marches were the first to spot a rising cloud of dust on the horizon. It was an ill omen at this bleakest hour.

THE SKORNE

Vinter Raelthorne the Elder captured Corvis in the last months of 603 AR at the head of an army of cruel and peculiar humanoids calling themselves the Skorne. The small Skorne army was eventually stopped by the most improbable of circumstances including the indirect intervention of an archon of Morrow, yet any hope of further divine intervention is unlikely. Their return was anticipated, but the Iron Kingdoms are embroiled and distracted by brutal war. Cygnar faces threats on three fronts and from within, and the neighboring Protectorate of Menoth has turned all its attention west. No one is prepared for the invader from across the Marches.

The Skorne have lived for millennia in the harsh wastelands of the east beyond the deadly Stormlands. This rugged species has endured daily lives of hardship and struggle. Their politics, such as they are, are comprised of endless betrayals and internecine warfare. For the Skorne, life is a battle for survival. Each crop of food is hard earned or raided from rivals and supplemented by the hunting of enormous and deadly beasts for meager scraps of toughened meat.

They have learned to subsist on little, to trust no one, and to expect that life will be brutal, short, and filled with pain. The only joy they take is in tormenting their rivals and gaining enough power to bask in the adoration of their subjugated vassals. Their history has been one long unending dark age of competing warlords. The only gods they worship are their own ancestors—the most savage of their bloodlines able to carve petty empires from the holdings of their rivals. The very souls of these honored ancestors are captured at death and interred in sacral interment stones, some of which become vessels for unholy power. Over long centuries of brutality, the Skorne have shaped a complex and sophisticated civilization where cruelty and torture have advanced to the level of art.

Life for the Skorne changed after the arrival of a strange warrior from the west. This exotic foreigner stumbled alive from the impassable Stormlands wielding his sword and an iron will. Vinter the Elder, former king of Cygnar, came upon them like an incarnation of every ancestral spirit they have ever revered. By his blade hundreds of Skorne warriors fell before they gave him the grudging respect of water and food. No warlord could stand against him, and he gathered worshipful followers like a blood-mad messiah.

Under his iron grip he has united the Skorne warlords, yet their unity of purpose is fragile. Vinter has promised a paradise across the Stormlands, a land so fertile and rich the entire Skorne people can leave behind the wastes of their birth. Though his defeat at Corvis almost crumbled his support, Vinter has regained control with the brutal bloodletting of his sword Kingslayer. He intends to enact revenge on his usurper brother, the

"The pampered men of the west make for **pathetic slaves**, but we can toughen them **under the lash**. the weak will die and the strong **broken to serve**."

—the Warlord Maggeda Baalash

false King Leto.

Through long and grueling work and at the cost of thousands of slaves, the Abyss of the Stormlands has been bridged and turned into a massive fortress complex. From this hellish tableau, Vinter sends forth his mightiest generals, warlocks all, at the front of an army supported by enslaved beasts bred for slaughter called titans. His right hand is the Warlord Maggeda Baalash, and the west has never seen such brutality incarnated in female flesh. Together with her fellow warlocks, paingivers, and necromancers, she will conquer the west and enslave all the people of Immoren.

Vinter dreams of being crowned emperor of the entire continent of Immoren, west and east. The borders of Cygnar are now much too small for his mad ambition, yet even Raelthorne the Elder is not prepared for the maelstrom of war and strife into which he is about to send his allies.

Fury Unparalleled

The Iron Kingdoms hold more than steam and steel.

Soon you will command the power of a fearsome warlock and his pack of terrifying warbeasts. Feeding off of the unbridled fury generated by the warbeasts in battle, the warlock drives his army forward with arcane synergy and force of will. You will harness the nature of rage itself to decimate all foolish enough to oppose you.

Be warned however, for the elements of nature cannot be contained. To push a warbeast too far past its will is to unleash the primal demon dwelling within—an unnatural force of pure rage indiscriminant of friend or foe. Careless use of your power can mean your doom as fast as any attack from an enemy. Risk enough and your enemies will be fodder for your beasts. Risk too much and you are meat at your own feast.

Prepare yourself for ultimate battles of monstrous proportions! The wars of Hordes will not be decided by machines but by the raw energy of flesh, blood, and the fury within.

Skorne Melee Titan

BASKET-WEAVE CLOTH
PAIN HOOKS IN FLESH ON BACK
THICK ROPES TIE PLATES TO ARMS AND LEGS
POSE
CHARGING, W/ GAUNTLETS FORWARD AND MOUTH

Elite Cadres

Converting the Hard Core

By **Todd Arrington**, **Dave Perrota**, and **David Ray**

Avast me hearties! With the introduction of elite cadres in our latest expansion *WARMACHINE: Apotheosis*, we thought it would be the perfect opportunity to see what amazing conversions and paint schemes the Brushthralls could come up with to distinguish the elite cadres from their everyday counterparts. With the talents of Todd Arrington, Dave Perrotta, and David Ray on this project, we couldn't wait for the results to come rollin' in. They hit the mark and shattered our expectations. *Now prepare yourselves for a broadside of conversion knowledge the likes of which the WARMACHINE world has yet to see!*

Todd Arrington's Stormblade Elite Cadre

My challenge was to take an existing unit with an elite look, the Stormblades, and find a way to represent their own cream of the crop: the Stormblade Elite Cadre. These are the soldiers hand picked by Lord Commander Stryker, and they needed to stand out in comparison to all other Stormblades.

I can boil the conversion of my elite cadre down to 3 basic steps: sword and shield, head swaps, and tabards. Let's start with the sword and shield. My goal was to demonstrate greater strength in both pieces of equipment. The normal troopers wield their storm glaives with two hands and have small buckler shields. For my elite cadre, I changed to a single hand grip for the sword and attached a larger shield. The lieutenant got a massive storm glaive to show his superiority among the ranks and to mirror Stryker's new weaponry. I'll demonstrate each of the basic steps I used to achieve this look.

First you will want to remove the pommel tip with a jeweler's saw. Be sure to save the tip, for we will use it later. (1)

Next, separate the lower arm from the sword. Don't worry too much about the handle, but take care not to damage the hand. We need every bit of it intact. (2)

Now grind off the buckler with a Dremel tool's grinding wheel. (3)

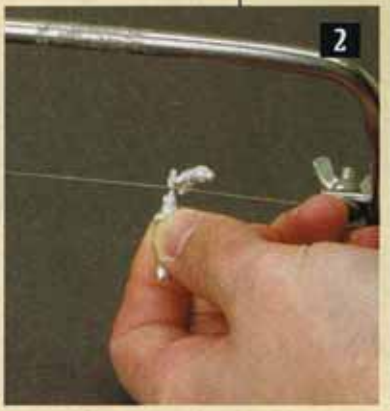
It is ok to go a little deeper. Mix up a small amount of green stuff and use it to fill the gap where the buckler was. (5)

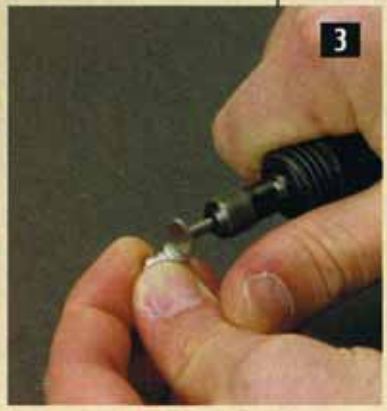
The new shields were taken from Cygnar Sword Knights. Place a small drop of glue and press the two together. (7)

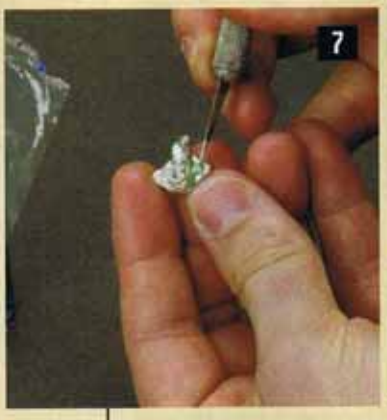
Let this cure, and use a hobby knife to cut away the excess green stuff. (8)

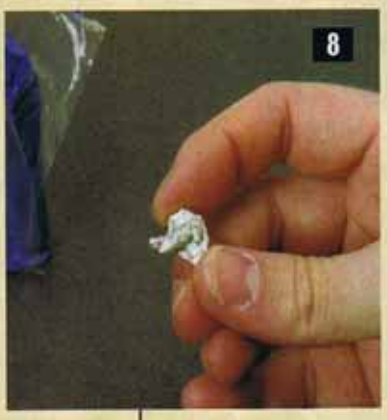
This will leave you with the shield arm ready to roll. (9)

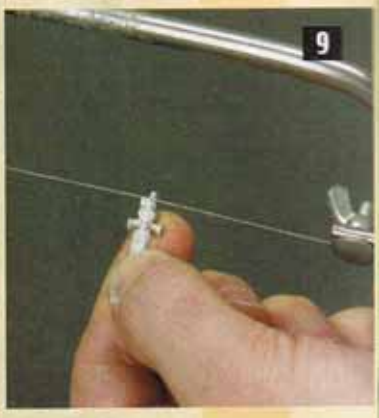
For the sword, take your jeweler's saw and cut it down to the hand. (10)











After filing down the hand to a smooth surface, use a pin vise to drill out a place for the new handle and pommel support. (11)

Glue a small pin into this hole, and cut to the perfect length for your new handle. Then glue the pommel from the original sword to the end of the pin. (12)

There are several possible ways to do the handle, but I prefer a leathery feel. With some freshly mixed green stuff, take a small pinch between your fingers and start to elongate it, letting it break apart. This leaves a thin strand that can now be attached to the handle and literally wrapped around the pin, finishing it off by lightly polishing the surface. (13)

This leaves a sword and shield combination any elite would be proud to wield.

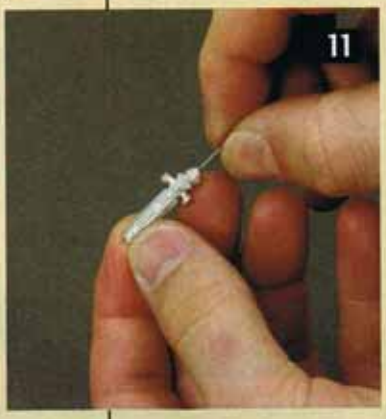
The next step is the head swaps. I wanted to create a unique look and feel to the unit. You want to start with a jeweler's saw and cut off as much of the existing Stormblade heads as possible. Then using a Dremel tool with a grinding ball, remove the rest of the helmets. Continue a bit into the armor to create the rim of the chest plates so they will receive any heads we might choose. (14)

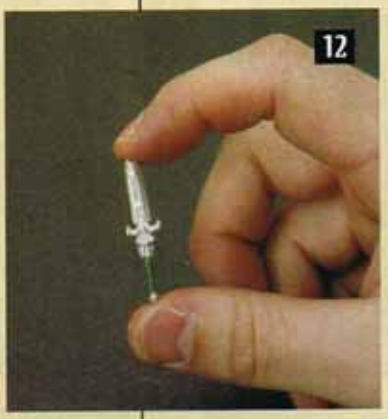
I decided to use the heads from the 3rd Long Gunner pose and one of the Devil Dog troopers, as I like how they suited my unit. Using a jeweler's saw, cleanly take the head off of these sculpts and then clean up the connecting points at the base of the neck with a file and Dremel tool. (15)

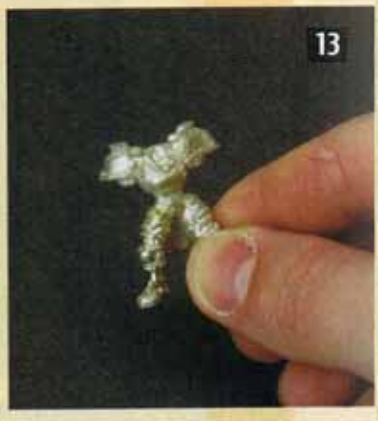
Put a small blob of green stuff into the chest armor of the headless Stormblade and a drop of glue on the underside of the head, then squish the two together. Remove the extra mass of the green stuff right after placing the parts together, but wait until it is fully cured to trim it down more neatly. This will leave you with an amazing look and will bring even more character to your Stormblades. (16)

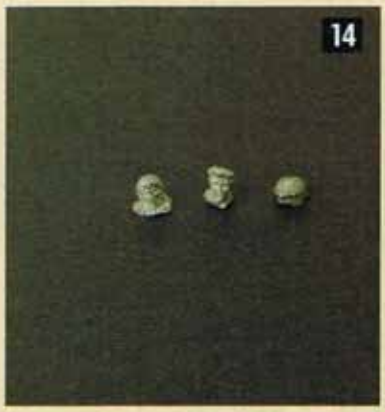
The last of the three conversion parts is a bit more involved and can be skipped by those who lack the patience. I knew I wanted my elite cadre to have something that connected them to their leader, Lord Commander Stryker. Compared to other Cygnar models, he has a larger tabard that flows behind him, which I wanted to replicate. Below you can see the existing Stormblade tabard. Replacing these with something more intricate would be difficult however worth every ounce of effort in the end. (17)

Start by grinding off the existing tabards with a grinding wheel to yield a clean surface. (18)





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18

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17

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Use strategically placed pins to provide a support structure for the tabard, and bend the pins to flow with the outer edges of the desired tabard shape. Grind them down slightly to a more flattened surface to reduce work later when you have to cover these pins up. (19)

With everything in place, get a piece of wax paper that is lightly oiled. This will prevent the green stuff from sticking to it. Take a small amount of green stuff and form it into the approximate shape you want on the wax paper and then refine it by cutting it to the exact desired shape using a hobby knife. Place this onto the support structure and carefully sculpt folds into the corners that will attach to the Stormblade's hips. Let this fully cure, and then skim a small amount of green stuff over the inside of your support structure to hide it. After it cures overnight, take some fine sand paper and form up your corners and edges so you will have nice edges to paint. (20)

After all was done on the conversion, I went with the traditional Cygnar blues—a 60/40 mix of Regal Blue and Enchanted Blue—and built up my highlights. I used a few areas of Bleached Bone to mimic areas of Lord Commander Stryker's armor and my own personal mix of metallics to finish it off.

The conversion on this unit was a learning experience and forced me to try some new approaches to accomplish my goals. I am very pleased with the final look of these bad boys and more than ready to try them out on the field of battle.

DAVE PERROTTA'S KNIGHTS EXEMPLAR ELITE CADRE

When the word came down to paint the elite cadres, I had to think long and hard about how to jazz up an already superbly detailed unit: the Knights Exemplar serving directly under Grand Exemplar Kreoss. After some review of the existing pieces in the line, I decided to stay somewhat simple. Seneschals are already the elite of the Knights Exemplar, and with their twin banners, it wasn't hard to see how I could bridge the gap between the standard knights, the Seneschal, and now an elite cadre.

A single banner would fly from their backs with the simple ornamentation of a menofix buckler made from the top a banner pole stolen from the ranks of the choir.

I wanted a rich earthy look to my elite cadre, something that harkened back to the red sands of the Protectorate. I chose Vallejo's Cavalry Brown. I began with the banners placed flat and did a smooth basecoat. In order to add some subtle interest to the banners, I did a

small design of swirls in a very similar red/brown, Vallejo's Red Leather. Once this was dry I did an outline of some Menite script in Vallejo's Camo Black Brown. I spelled out simple words like "Faith," "Honor," and "Piety" to emphasize the dedication of these soldiers. Once the outline was finished, I followed up Vallejo's Ivory to make the letters really jump off the banner.

Next it was time to tackle the figures themselves. I left the arms off, as it's far easier to get to the undersides of knights when their swords are not in the way. I began with a basecoat of the Cavalry Brown and outlined the details with Citadel's Brown Ink. I don't feel red/browns need a lot of highlighting; it can come across too close to pink. I kept my highlighting to a minimum and hit the hot spots with a bit of Red Leather mixed with a spot of Ivory. I wanted to be monochromatic with the armor to draw the eyes to the metallics. I imagined warriors of this caliber plated in gold and jewels to befit their station.

For the gold, I began with Vallejo's Brassy Brass, which I then inked with watered down Brown Ink. Let your metals dry fully before applying inks; they really make a mess if you do not. If you want even richer metals, consider mixing in some ink directly to the metallic paint. Once this is done, the foundation for your metals is complete. The next trick is to shine them back up. I started with a thinner coat of Brassy Brass, kept it pretty thin, and cleared up all the places where the ink was too thick. For the next highlight, I used Vallejo's Glorious Gold. Make sure you leave a good portion of the original metals showing through. Finally I applied a bit of Vallejo's Gold: just use a little bit on any hard edges to reflect the light.

The final bit was adding simple jewels all over the armor and weaponry. Any raised surface that looked like a jewel became a jewel. (I think I counted 36 per figure.) I chose to do the jewels in a rich green to provide a good contrast to the reds of the armor and the yellows of the metals.

When this was done, I attached the arms and repeated the process. Next I pinned the menofix to the left arms. The final step was to bend and pin the banner poles for the backs of the knights. I held the banners between some spare blister foam and gently worked the banners into the desired shape. Once they were properly formed, I glued them to the backs of the knights.

Presto. Elite Knights Exemplar Cadre.

DAVID RAY'S WINTER GUARD ELITE CADRE

The Winter Guard Elite Cadre consists of the chosen veterans directly serving Forward Kommander Sorscha Kratikoff. To represent their experience, I decided to go for a hardened, 'tour of duty' look. After numerous battles and campaigning far from supply lines and depots, the Winter

Guard would likely upgrade their weapons from fallen foes and modify their typical garb a bit.

Privateer Press has recently released some excellent miniatures to help achieve my goals. The Kossite Woodsmen blisters come with separate heads as well as easily removable axe heads. In addition to this, the Devil Dog blisters have some excellent axes as well. The weapon swaps were some of the easiest conversions. Take a pair of angle cutters and snip off the head of both the weapon you want to replace and the weapon with which you are replacing it. Use a pin vise to drill holes in each end, glue in the pin, and you are set.

Even though there are no rules for a Winter Guard standard bearer, I thought it would look great to have one on the field. The pieces utilized for the leader/standard bearer are: a banner from the Kovnik, the top of the Iron Fang Pikeman Standard Bearer, and the end piece of an Iron Fang Pikeman's blasting pike. The only other supply you will need is a ¼" brass rod. Remove the axe from the leader's hand and drill a pilot hole with a very small drill bit. Swap out your drill bit for a 3/64" bit, and drill the hole again.

You should be able to push the ¼" brass rod through. Drill a pinhole in the blasting pike end piece, the standard, and the top of the IFP standard. Make sure to check the position of all pieces before gluing, as you want as realistic a pose as possible.

Head swaps might seem daunting at first, but they are actually relatively easy. I used a fresh hobby knife blade to cut the existing head off of the Winter Guard trooper. Once I removed a large portion of the head, I utilized a carbide cutter with my rotary hand tool to finish cutting out a hold for the replacement head. If you are careful with your cutting, you can glue the new head directly. If you cut too deep or too wide, you may need to pin the head into place.

To add even more variation to the unit, I converted a Winter Guard Mortar Crew gunner into a trooper figure. This required a 2nd Winter Guard leader figure, as I needed to utilize both hands from that model. First, remove the torch wielding hand from the mortar gunner. Next, cut off the axe hand from the leader at the

wrist. For the gun hand, you will carefully have to cut the forearm off. Do not cut into the stock of the gun. Then with a sharp knife, gradually remove sections of the 'forearm' until the piece will fit onto the stump of the mortar gunner. Pin both new hands into place, and you're ready to fight

The final touch that would set these Winter Guard apart was a simple addition. By utilizing the backpacks from the recently released mercenary Hammerfall High Shield Gun Corp, I was better able to capture the 'tour of duty' look I wanted.

Since this elite cadre belongs to Forward Kommander Sorscha Kratikoff, it was painted in the default Khador color scheme representing Khador's finest!

There you have it: a variety of exciting ideas to help turn your basic troopers into the elite cadres every general desires.

Building Theater of War Terrain

By **Rob Stoddard**

While developing the Theater of War Campaign system, I spent a lot of time envisioning spectacular WARMACHINE battles. The only thing I really needed was the proper terrain to bring the movies in my head to life. After hours of deep thought (and dark rum), I realized commandeering this portion of No Quarter Magazine for terrain building was a must. However Duncan Huffman, our editor-in-chief, calmly explained to me that we don't "commandeer" anything on a magazine. So with Mr. Huffman knocked unconscious and soundly asleep below decks, the shackles were off. Next on my hit list was Alfonso "The Traitor" Falco.

My spies informed me Alfonso had been working on an urban terrain project that would be perfect for my battlefield. Realizing I had to get my hands on the project no matter the cost, I quickly devised a plan to part Alfonso from his precious work of art. Thievery and thuggery served me exceptionally well against Duncan, so I set out to make my move against Alfonso. I kept him distracted (dark rum) while some henchmen slipped in and retrieved the project along

with all his notes and records. With delivery of 'the goods' completed, I saw *Pitt's Pistols* come to life and realized every back-alley deal and handshake had been well worth it.

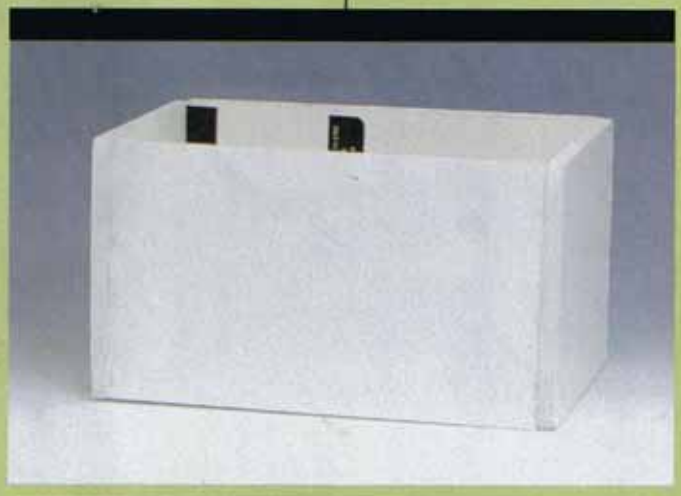
Utilizing his plans, I will now piece together the step-by-step process Alfonso used to create this amazing urban masterpiece. Of course if he discovered who was responsible for the disappearance of his precious work, I am certain he would send someone to visit me while I slept. Lucky for me Alfonso can't read. Some might say my approach was a bit harsh, but I see this as robbing from the informed and giving to the uninformed. The more people to whom I can pass this information, the greater Iron Kingdoms and WARMACHINE tables we will see in the future. Let us begin.

First things first. Start by pillaging your local hobby and hardware store for the necessary goods: foam board, 1" insulation foam, white & yellow glue, super glue, sand, a hot wire or foam cutter, fine sandpaper, mixing cups, house paint brushes of various sizes, a ruler, bendy straws, and aluminum tubing. You will also want multiple thicknesses of cardstock as well as flat plastic card, plastic card L joints, and a plastic tube. The last item you will need is a very small handheld hole punch to make rivets.

PITT'S PISTOLS

It would appear Alfonso started by drawing two 3 ¼" x 5 ½" rectangles on foam board, which makes perfect sense. I imagine these were utilized for the front entrance to the building and the rear wall. Next he drew two 3 ¼" x 4" rectangles to act as the side walls. With a hobby knife he carefully cut out the four rectangles. Placing the four walls together allowed Alfonso to create a mock-up of the framework before gluing the pieces into place. This allowed him to double check his connections and wall sizes. It appears no fumes got the better of him this day because the connections were perfect. Alfonso must have used white glue to assemble all the walls, which would produce a 4" x 6" framework that is 3 ¼" tall.

With his framework in place, Alfonso measured where the detail work would go and drew it directly onto the framework for

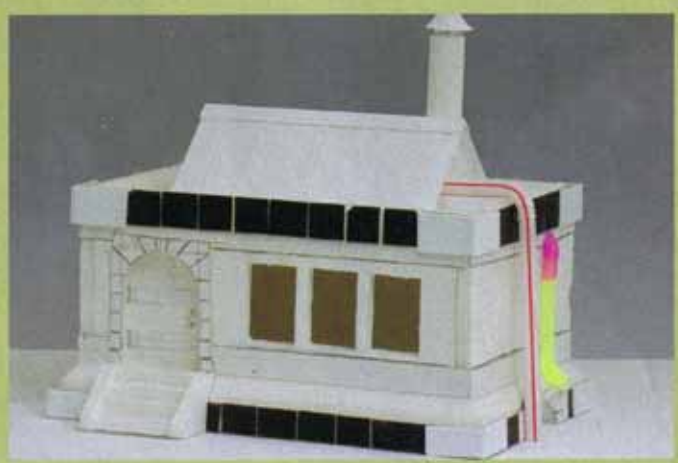


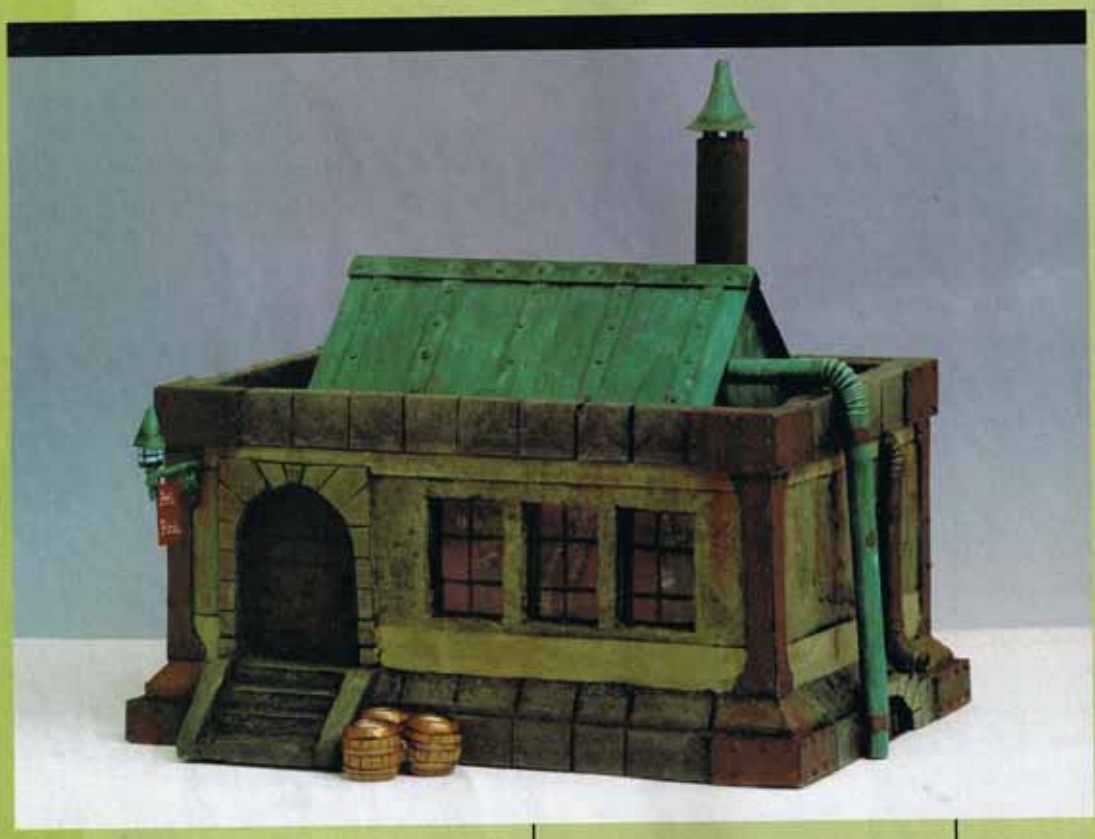
those times he needed a gentle reminder.

It appears Alfonso's next step included using a hobby knife to cut out the windows and doors. This must be why he waited until we were out of town to tackle this project. He knows we would never have allowed him to wield a hobby knife as many times as he did. Next, he built the stairs out of foam board just by stacking four pieces atop each other and gluing them down with white glue. After gluing the steps under the door, Alfonso added a second layer of foam board around the entire base of the building to create a foundation.

With the main body of the building complete, Alfonso dove into his toolbox of tricks and came out with one of his many cardstock sheets with a decent thickness to help it stand out from the walls. He began to cut ½" x ½" squares for the tile that would be placed around the roof's edge. He then glued them to the roof with white glue. After measuring out the doorframe and drawing it on a thin piece of cardstock, Alfonso cut out the entire thing and later cut it into multiple pieces to accomplish the divided stone look he wanted. Repeat the ½" x ½" tiling process for the bottom of the building.

With the tile and stairs attached, Alfonso's next logical step would be to work on the roof. He needed to fashion a support system for the roof so it would not collapse in on itself, this was a hard-learned lesson from the past. He cut one 2 ½" x 5 ½" foam board rectangle and glued it to the inside of the framework. He then cut another foam board rectangle measuring 2" x 2 ½" that he glued on the inside of the door. This allowed him to set the flat portion of the roof, a 3 ½" x 5 ½" piece of foam board inside the frame. It also created the closed door all in a single step. Genius. Next Alfonso began work on the angled portion of the roof. He cut a plastic card L joint to a length of 4". Now he needed the sides of the roof, they were both 2" x 4" of plastic card cut using a sharp hobby knife and ruler. With both pieces the same size, he glued them into the L joint using super glue because it would dry faster. He fastened ¼" x 1 ¾" plastic card strips to the





With the building itself complete, the next step was the details. Details separate good terrain from amazing terrain. Alfonso reinforced the corners of the building with plastic card cut to size, glued into place, and then accented with card stock rivets. He then glued two bendy straws onto the side of the building for piping and then added rivets and plastic card bracers to the front door. He also added a chimney made from plastic tubing and super glued it to the angled roof.

front and back of the angled roof in preparation for the rivets. Using a very small handheld hole punch and some thick cardstock, Alfonso began punching out the needed rivets and gluing them into place with white glue. The last things needed would be the sides of the angled roof. Using a corner of his plastic card, Alfonso measured 2" vertically and 2" horizontally. After completing the 90-degree triangle by drawing a line between the two marks, he cut it out and glued it into place allowing a small portion of the roof to overhang. He than repeated the process for the other side. With the construction of the angled roof finished, Alfonso glued it into place with some more white glue.

The only thing left for *Pitt's Pistols* was an awesome paint job. Unfortunately the records I 'acquired' seem to be missing this step-by-step information. Looks like I may need to bring in some rum and loosen some lips. I'll keep you posted. In the meantime I will let the finished *Pitt's Pistols* speak for itself. Behold its glory!

With battles raging throughout the Iron Kingdoms, we cannot chain ourselves to only urban terrain. Therefore we present the following ideas and tips for creating hills and forests for battlefield use.

HILLS

When creating hills you need 1" thick insulation foam, a hot wire or foam cutter, fine sandpaper, a mixing cup or two, a 1" house brush, sand, and paint. Start with a 12" x 12" square piece of insulation foam. Use a foam cutter to create the basic shape of the hill. Circles and ovals are a great shape for practicing your techniques. Just keep in mind hills are hardly perfect circles.

Next use your foam cutter to trim the hillside at an approximate 45 – 60 degree angle to form a gradual slope for your hill. Gently sand down the top angle of the slope to help convey a more natural look for the finished piece.

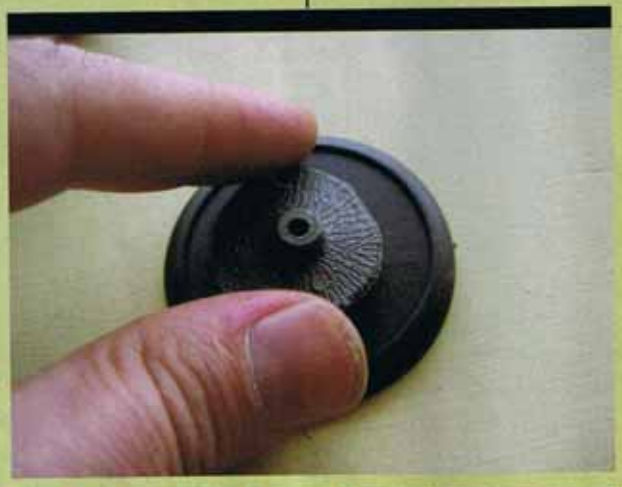
Add a bit more character to the piece by using a hobby knife and carefully gouging the sides to create rock faces.

Once you have a shape you like, pour some yellow glue along with some water into a mixing cup. You do not want too much water—just enough to thin down the glue to ensure even coverage when you brush it onto the top of your hill. If the glue retracts and is not sticking to the foam try adding more yellow glue to your mix. Once you have even coverage with your glue, you are ready to coat the top of the hill in sand for texture. I recommend having a contained area in which your hill can sit as you pour sand over it. A low cut box will help control the possibilities of a mess. With a good first coat of sand covering your hill, you

will want to set it aside for some good dry time before putting on a second layer of glue. 2 – 4 hours should be sufficient.

After the sand has dried I recommend a coat of watered down glue over the sand to help hold it in place. This second coat of glue should be thin enough that it requires no force to apply to the hill. Now comes the hard part: waiting for it to dry. It will probably be another 2 – 4 hours, but you can expedite the process by using a hair dryer.

With the sand completely dry, the only thing left to tackle is painting. Three colors will usually do the trick for painting terrain: a good base color, a mid-tone, and a highlight color. I recommend a flat brown for your base color, lighter yellow brown for your mid-tone, and a tan or bone color for your highlight. It is typically best to go to your local hardware store and have them mix up a good amount of the colors you plan to use. This will help ensure all your terrain matches. If you plan to have exposed rock faces on your hills, I would also pick up a few shades of grey for the base coat, mid-tone, and the highlight.



First lay down a good even base coat of flat brown. Be sure to let this completely dry before moving onto the next color.

With a dry base coat you can move right on to dry-brushing your mid-tone. Once dry, repeat the same process with your highlight color. You should be left with a hill to make *Dbunia* proud.

Forests

For forest creation you will need modeling trees, an item for the base, super glue, white glue, and either pressboard, chipboard, or 50mm WARMACHINE bases.

One of the fastest ways to create a forest is to visit a model railroad shop. There are many great tree products 'ready to go' right out of the packaging as well as do-it-yourself products. For this article we will utilize a 'ready to go' set of trees and outline a couple of ways to turn these individual trees into a forest.

The first method requires super gluing the trees to the base itself. Most hobby trees come apart at the trunk for easy

construction purposes. Be sure to create a base large enough to hold a few trees. I recommend using a sturdy material such as pressboard or chipboard for your base. If possible use a jigsaw to cut an organic shape and then file down the sharp edges.

Next super glue the trunks of your trees to your new base and allow them to dry. Once dry it is time to add texture to the base. Similar to the process for making hills, mix some yellow glue with a bit of water, evenly coat the base, and apply sand. Knock off the excess sand and wait for the base to dry before applying a second coat of watered down glue.

With the second coat of glue dry, you can begin painting your tree bases. Utilize the same techniques as with the hills. Apply your base coat, and wait for it to dry completely before dry-brushing your mid-tone over the top. Repeat the process for your highlights.

You can also create a more versatile forest utilizing some of the techniques mentioned above with just one difference. Instead of creating and cutting a base for the entire forest, pick up some 50mm WARMACHINE bases. Super glue the trunk to the 50mm base, let it dry, glue down your sand like before, and paint it normally after it dries. This approach allows you to move individual trees when you need to move models through a forest. It is a great technique for those players who have a desire for a huge forest table that will not limit the playing area.

Privateer Press is proud to bring you this array of helpful ideas and tutorials that can add some Iron Kingdoms flavor as well as basic terrain to your battles. I want like to extend a personal thank you to Marky Erhardt and Alfonso "The Traitor" Flaco for all their help making this article possible. Now go make some terrain!

ORIGINS JULY 2005

A CONVENTION JOURNAL

By **Duncan Huffman**

Privateer Press attended the Origins convention this year in Columbus, Ohio in July. We thought you might like to see what goes on behind the scenes and in the noggin of one of the staff as we take Ohio by storm.

DAY 1 – WEDNESDAY

4:30am arrival for a 6:00am flight time. Not that it matters; I'm amped to get to the show and set up. No Quarter #1 is due to be delivered to my hotel and I can't wait for the players to get their paws on it.

5:00am. This is taking forever. A family of at least 14 people have taken over all of the check-in terminals and managed to get errors allat the same time. No problem, 30 minutes 'til boarding.

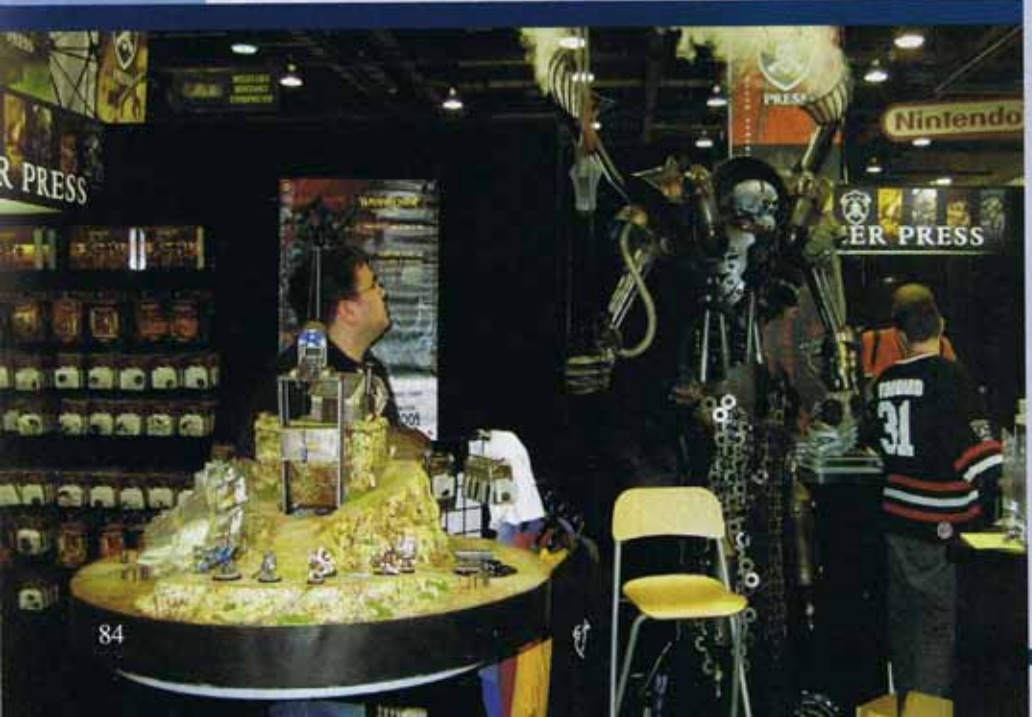
5:30am. Bad and getting worse. Soles and Stoddard both call to see if I am going to make it. They shot through at 4:25am just before the Error family reunion. The Error family has escalated to screaming and tossing luggage. One has to be bodily removed by security.

5:58am. I get checked in. That's the good news. The Error family blockade is thwarted by some fancy footwork and a timely elbow (I hope Grandma Error recovers). The bad news is that after security finishes determining if the Deathjack in my carry-on is a lethal weapon, I have 60 seconds to hit the door or be left behind.

I'm not certain if stealing an electric transport cart in an airport is a federal offense, but I'm surprised at how fast one of those babies can motor! Luckily the officials are preoccupied with the massive backup and never suspect such a blatant act of piracy. I hardly hit anyone and leave it where they can find it.

The others are onboard; I think I'll wait until we get back home to fill them in. Ohio, here we come!

Rob Baxter confers with the iron lich before the crowd arrives.



DAY 2 – THURSDAY

10:30am. Booth is set and we are ready to roll. Several Press Gang members (including the unstoppable Dave "Gen. Cato" Hartman), are already stuck in and giving demos to new players. The only casualty from set up for the show was the top of my scalp from Asphyxious when we set him up. He gets me every show. I think he blames me for being put in the crate.

We think we might have to use smelling salts on one visitor when he finds out No Quarter #1 will not be in until Friday morning, but he takes 2 Ogrun Bokurs and seems fine.

11:30pm. MIDIGHT MADNESS! Bryan "Peach" Steele and Brian "Mr. Doughnut" Martin step up to the plate and

Rob Stoddard gets the players up to speed on the new mercenaries.

help us run the annual Origins late-night smash fest. Turnout is up from last year, and the competition looks fierce.

Day 3 – Friday

4:15am. Final round goes to Dan Shewe who shows the field how Vlad is played. I'm going to be up in about four hours to do it all again. Madness is right! Damn fine day.

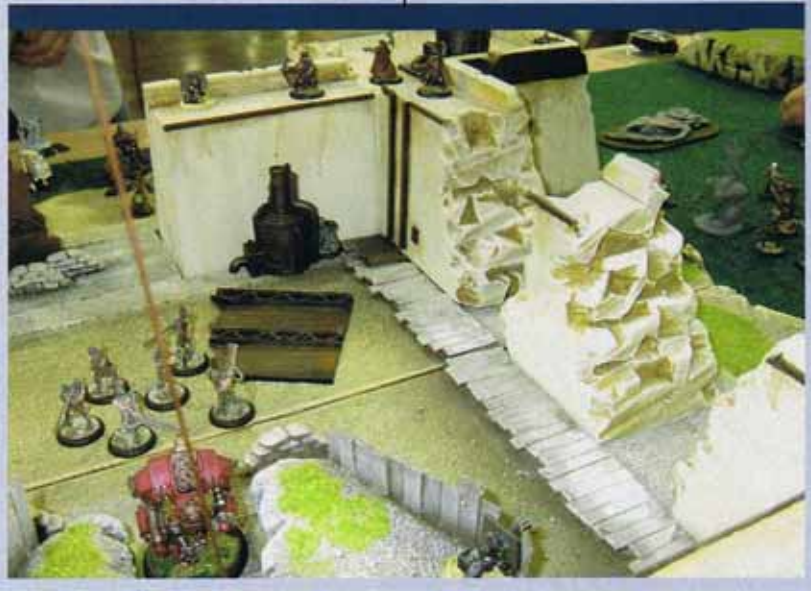
10:30am. No Quarter #1 hits the shelves to a crush of players wanting to get their first glimpse.

10:32am. The first phone call just went out from a happy owner of NQ#1. It took all of 15 seconds for him to spot the "Next Big Thing" teaser on the back and call home to find out what the website contains. He just finished offering me his first born to find out what it all means. My lips are sealed: Asphyxious is watching.

Day 4 – Saturday

11:30am. Tournaments are in full swing, and the booth is jumping. The "Assault on Fort Haddock" terrain is seeing battle. The new Mercenaries are being built on any spare table and hitting the battlefields even before the glue is dry. This is why we do this stuff.

Bryan Steele plans his next movement in our "Assault on Fort Haddock" centerpiece.



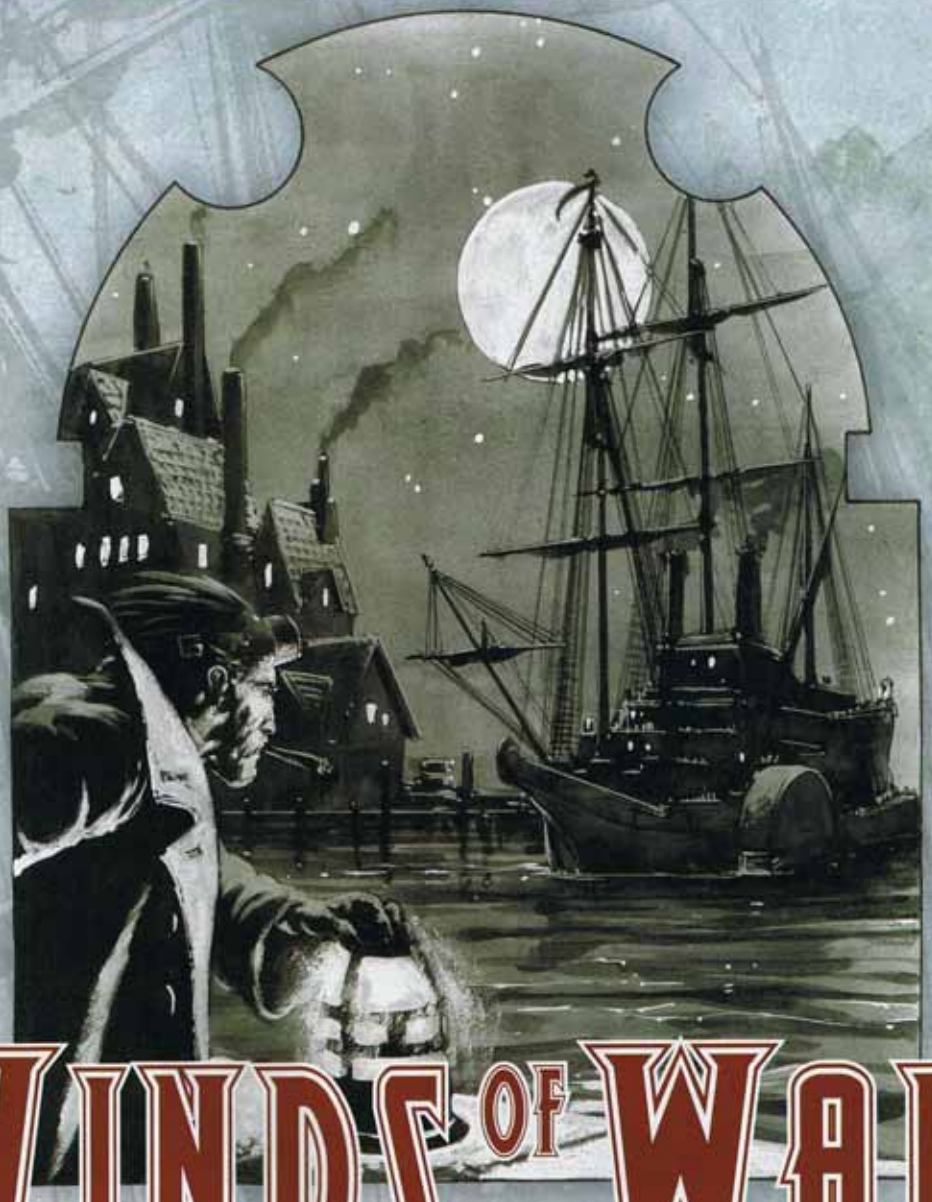
Khador holds the point, but Cryx will take the day.

11:45pm. Dinner, fireworks, cigars, and pickup games of WARMACHINE. This is also why we do this.

Day 5 – Sunday

4:30pm. Breakdown. A fantastic show. I have to remember to send a thank you to all of the players and volunteers (Press Gang and otherwise) who made this possible after I get home to Seattle.

Asphyxious doesn't really want to go either. Well, we are off to GenCon soon to do it all over again, old man. Into the box with ya.



Winds of War

Cortex Smuggling

Jager Kildair cursed softly under his breath as the border-kapitan's heavy boot clipped against the floor of Jager's steamship. A more perceptive man would have sensed the false bottom under his boot and then discovered the crates of precious mechanika stored below. Luckily the kapitan's attention was diverted by scrutinizing the document of passage Jager had forged just a day ago. Occasionally the kaptain's eyes darted to the cases that were Jager's only official cargo in the small and speedy riverboat.

Sensing the Umbrean's weakness, Jagar turned to his first mate. "Take a few cases on deck and check the wine for spoilage. Kapitan, would you care to volunteer to test our supply?" The kapitan grinned beneath his

Written by Nathan Letsinger

heavy mustache and folded the letter of passage before handing it to Jager. "Everything seems in order here," he intoned." Khador bids you safe travel, ambassador Hodge. May you return to Ord safely in these dangerous times."

Jager smiled to himself as the last Khadoran border crossing receded into the distance. He was only too happy to be out of sight of the hulking Destroyer cannons trained on his ship. In three days he would be in Corvis enjoying a golden Caspian wine and the finest slip the ghost-ridden town could offer - all bought with Gerten gold for a few hundred pounds in stolen mechstuff liberated from Golden Crucible warehouses. War means business, mused the war-bard-turned-profiteer, and these days business is good.

Easy Money

War times can be risky but rewarding for enterprising adventurers seeking to turn a coin through smuggling or piracy. A well-balanced party has all the makings for successful smuggling—a combination of negotiation skills, stealth, magical prowess, mechanikal aptitude and sword arm to back them up. All you need is a steamship and the stones to run the insanely well-armed border checkpoints on the Black River, and you'll soon be living the life. What could be easier?

Llaelese blasting powder and Rhulic goods can easily fetch double to triple their original value when sold in Cygnar due to Khador's embargo, but nothing compares with the gold gained from smuggling warjack cortexes across any border. Worth twenty-five times their weight in gold, a cortex is relatively small, light, and easy to hide compared to risking Khadoran cannon-fire in a steamship full of blasting powder bound for Corvis.

Why War is Good for Your Pocket (If You're a Smuggler)

Occupied Llael is the place to nab a few cortexes and make your fortune. Any old junker can wander battlefields picking scrap cortexes to sell, but a smuggler has to play a more dangerous game. First he must find a buyer. Because stealing military mechanika carries with it a death sentence, getting rid of it quickly is good for one's health. Next he must locate his score and then transport it safely to the buyer. There are two primary ways to attain a warjack cortex: commission a theft or steal it yourself.

On occasion you may hear of an unscrupulous mechanik, a member of the Golden Crucible, or a Fraternal Order wizard in hiding willing to let a cortex slip into your hands (In occupied Llael's large cities, Gather Information DC 35.) Expect to pay up to double the market price for the cortex depending on the danger in which the seller places himself, but beware of a sting operation currently being run by Greylords. Commissioning a theft may cost the same once you've located a cortex to steal (available in most large cities, Gather Information, DC 25.) Stealing one yourself is far riskier but also

Grade	Use	Market Value	Average Weight	Average Diameter	Scrap
Cupernum	simple labor jacks	10,000 gp	25	1'	15 gp/pound
Ferrum	modern labor jacks	16,000 gp	30	1'6"	24 gp/pound
Aurum	warjacks	22,000 gp	40	1'8"	33 gp/pound
Arcanum	advance warjacks	30,000 gp	50	2'	45 gp/pound

Cupernum and Ferrum cortexes are normally available on the open market, but Aurum and Arcanum grades are built exclusively for the military. The price a smuggler can demand also depends on the kind of buyer. Multiply the grade's market value by the buyer's black market multiplier for an estimation of how much a smuggler can sell a cortex. Black market multiplier only applies to cortexes not available on the open market.

Buyer	Black Market Modifier
Fence	x1 to x2
Mercenary	x2 to x3
Military	x3 to x4
Protectorate	x5
Other	x1 to x4

more gratifying when the gold graces your palms. There's no profit without risk, and the life of a true smuggler is filled with both.

The Goods

A cortex is the mechanikal 'brain' of a steamjack. Cortexes are spherical in shape and range between one to two feet in diameter and 25 to 50 pounds in weight depending on their value. Arcanum grade are the largest and heaviest while Cupernum are the smallest and lightest. A cortex has Hardness 10 and 10 hit points. Each hit point of damage reduces the value 10%. An intact but ruined cortex is worth 20% of its original price to inquisitive mechaniks. Made of crystal and gold, even their scrap is of value. The value of a cortex sold for scrap depends on the cortex's weight and grade regardless of its damage. If you end up selling cortex scrap, you might want to improve your steamship's 'evasive maneuvers' next time you come under fire.

Finding a Buyer

Before risking your neck to run a Khadoran blockade in an aging steamship filled with blasting powder and Aurum-grade cortexes raided from Golden Crucible safe houses, you'd better have secured a buyer in advance. Don't expect to unload your goods in a public market either. Picking the right type of buyer can make all the difference between wealth or ruin for a smuggler.

Fences

Fences are middlemen who buy all sorts of stolen goods, but they only pay a fraction of an item's actual value. Fences who traffic in cortexes are often connected to powerful crime syndicates, like the Gertens in Corvis, and thus enjoy the protection against both the law and would be double-dealers. Fences should only be used when no other option presents itself such as when the city guard is about to find that false bottom of your riverboat full of contraband.

Mercenaries

Mercenary warcasters pay premium prices for undamaged warjack-grade cortexes, and they even commission their theft. Planning to sell to mercs can be risky, so ask for some coin up front. Mercenaries may be killed, go broke, or be deployed far away by the time you make the delivery, and you'll end up selling to a fence in hopes to break even. No one said life was easy, mucker.

Protectorate of Menoth

Cortexes can sell for five times their market price to the Protectorate, but smugglers risk much. Khador and Cygnar treat such smuggling as an act of treason punishable by field execution, and the Protectorate has pressed more than a few greedy smugglers into servitude. Always plan an escape route when dealing with a churchie if you aren't the most pious of Menite or if it looks like he's sizing you up for target practice with his Redeemer warjacks.

Military

Field commanders are not above commissioning adventures to smuggle enemy cortexes or enemy weapons. Working for the military doesn't improve your reputation with your fellow criminals or the other side, and it is a good way to get a bounty on your head. Working for the military, however, is a great way to gain access to weapons and equipment normally intended for military use.

Others

Nobles, crime syndicates, and powerful trade organizations like the Mercarian League or Mateau Merchant house will pay premium prices for quality cortexes to outfit their private armies. The amount of risk selling to these buyers varies, and one can expect to sell warjack grade cortexes from anywhere between two to four times the standard value.

Between You and Your Gold

After securing a buyer, you still need to steal and transport your ill-gotten goods. In Occupied Llael there are plenty of obstacles between you and your fortune. Winter Guard patrols, Iron

Not So Easy Money: 'Jacking a 'Jack

Removing a cortex from a warjack during a clandestine heist is a truly daunting task and not quickly done. Normal cortex removal costs 250 gp, but getting an unscrupulous mechanik to remove a cortex for you takes quite a bit of bribery (at least 2500 gp.) Details for gaining access to a warjack cortex are found on page 348 of the Character Guide. Removal requires a mechanik's workshop, an hour per 5000 gp of value of the cortex, and a DC 25 Craft Mechanika check. Failure will short-circuit the cortex leaving it intact but ruined. It might prove easier just to steal the whole 'jack instead.

The most daring 'jack heist in recent memory occurred at Engines East in Corvis, when a rogue warcaster absconded with an Ironclad warjack with an unlocked prototype Arcanum cortex. Under the 'caster's control, the Ironclad ripped through the warehouse, ran through the crowded docks, and with an astonishing leap, boarded the awaiting getaway steamship bound for Five Fingers. Gamack Redhammer, Engine East's proprietor, is said to have a bounty on both the warcaster's head and the warjack's return.

Pikemen guards, and the ever-vigilant Greylord wizards watch the Golden Crucible and former Fraternal Order warehouses and laboratories in Merywyn, Leyrn, and Laedry.

RUNNING THE BORDER

Borders between warring kingdoms are heavily patrolled. Those failing to identify themselves and endure extensive searches and questioning may be shot on sight or arrested. No trade and little traffic are permitted across them, so crossing quickly and quietly is important. A canny smuggler knows the value of a steamship for running the borders when he has to, and he values the power of a bribe to keep word of his passage silent when he can.

Guards on both sides are alert and trained to detect smugglers. Border captains, as the eyes and ears of a kingdom, have the Skill Focus (Search) and Skill Focus (Sense Motive) feats, an above average wisdom, and even a rank or two of Sense Motive and Spot to help divine adventurers' real intentions and detect subterfuge. Though Khadoran guards are rumoured to be too zealous to bribe, the same cannot be said of Umbreans or Llaelese conscripted into guard duty. Some assistance might be expected of the rebels in Rhydden or Greywind Tower, but these Llaelese patriots are hostile to those caught profiting on their kingdom's misery. These desperate groups are likely to try to recover the stolen cortexes, by force if need be, for their own use.

FOR GMs: CREATING SMUGGLING ADVENTURES

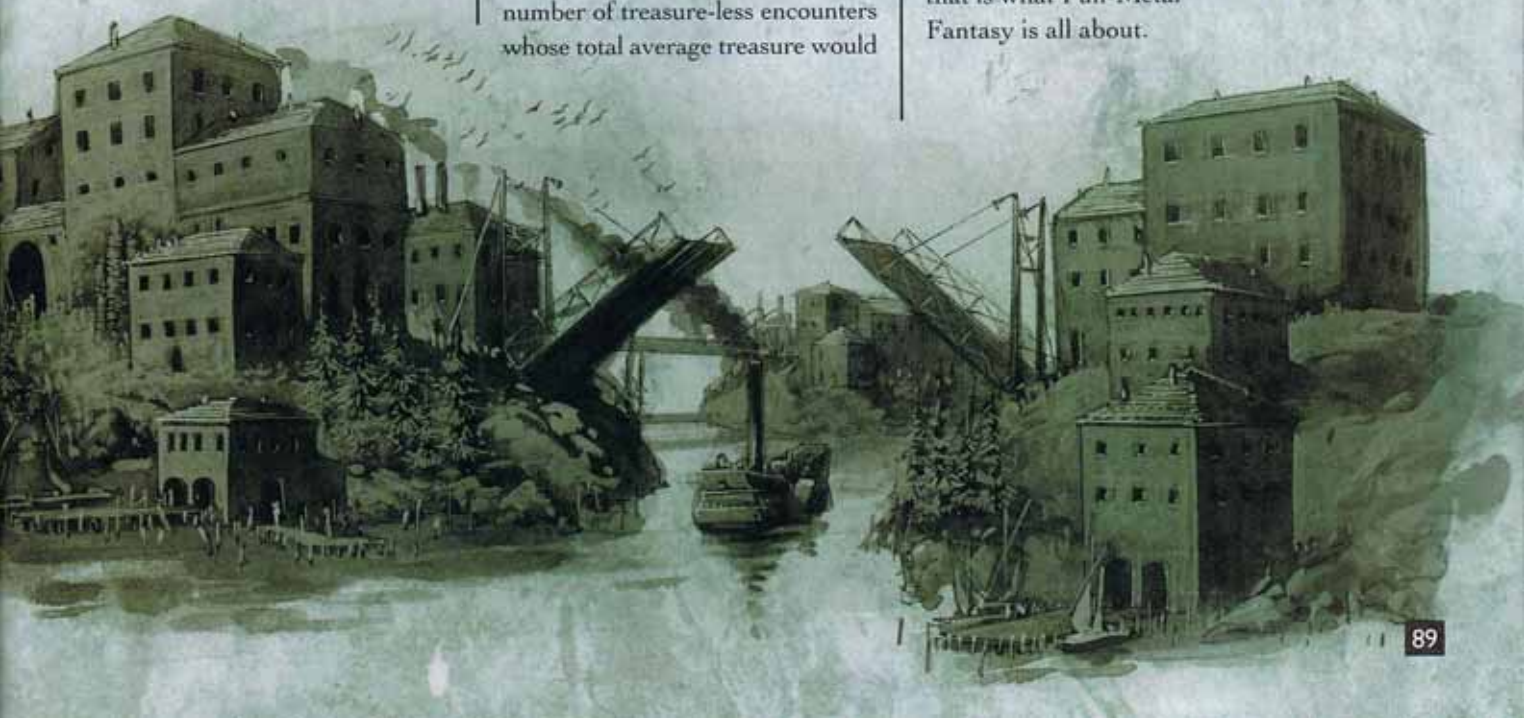
Unlike a typical adventure where a GM creates encounters and then determines the treasure, a smuggling adventure is built in reverse. A GM should treat the black market price of the smuggled items as the treasure for the adventure and then create encounters worth that value.

To do this, estimate the black market price of the items by multiplying the value of the item times the buyer's black market multiplier. If no buyer is secured, assume they will be sold to a fence. For example, the PCs plan to steal an Aurum grade cortex in Merywyn, run the Llaelese border, and sell it quickly to a fence in Corvis. The estimated price is 44,000 gp (twice the market value of 22,000 gp.)

Next, the GM should make a number of treasure-less encounters whose total average treasure would total this amount. In the above example, the DM could create five EL 10 encounters (worth 5,800 gp of treasure each) and an EL 6 and EL 13 encounter (worth 2,000 gp and 13,000 gp respectively) for a total of seven encounters totaling 44,000gp of treasure involved in the whole smuggling adventure. Smuggling cortexes is not for amateurs!

Examples of these encounters include trapped warehouses, bounty hunters, running blockades, thieves, opportunistic Cyriss cultists, or wilderness encounters for overland routes. Good smugglers will favor stealth or diplomacy to overcome these encounters instead of risking their lives and goods in combat. GMs should award full XP for such tactics.

GMs should include the final sale with the buyer as one of these encounters if he feels the risk level is high, such as selling to the Protectorate or unseemly mercenaries. It will often involve a double-deal, a setup, or something involving combat. While filled with difficulties, smuggling should ultimately be a rewarding activity for adventures who turn their hands to it – be it for crown or coin - and that is what Full-Metal Fantasy is all about.



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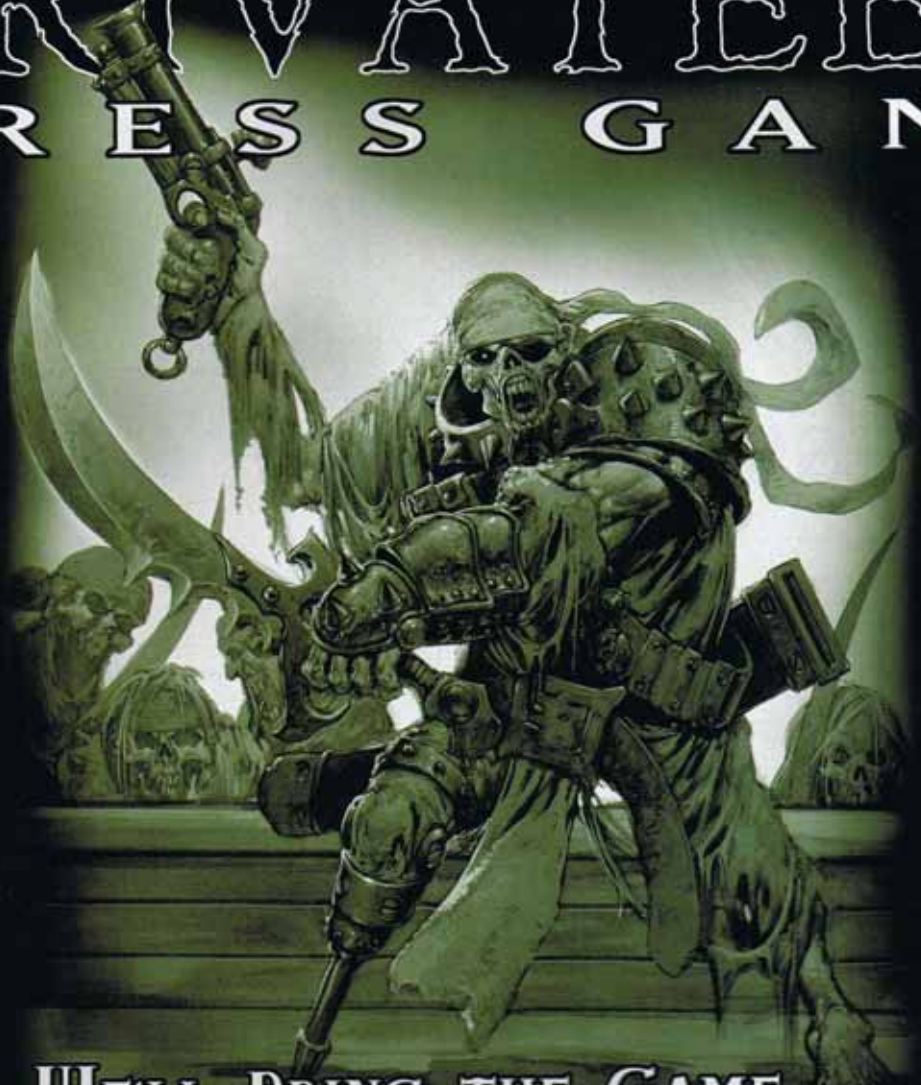

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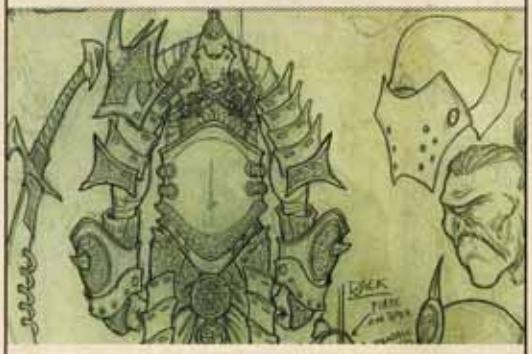


Picking your pet – How to choose your faction in **Hordes.**

The Butcher does what he does best. **Orsus lays down the law!**

PLUS, **RPG Characters in WARMACHINE, Alchemy in the Iron Kingdoms,** and **Magnus on a mission!**

Beginning GMs can often be overwhelmed starting their first campaign or worry about homebrew changes disrupting game balance or contradicting cannon. Here are ten suggestions to get you thinking outside the box and get you playing right away.

1.) It's a big world, so start playing. Don't wait to learn everything before you start your first campaign. Set your adventures in a single locale and slowly expand. For example, the Witchfire trilogy is set in Corvis. By the end you'll learn a lot about the world just by playing.

2.) Have gun, will travel. Locomotives radically increase the mobility of adventurers. One session can be spent in the sands of the Protectorate, and the next could be 400 miles away in the troll-infested Gnarls.

3.) Share your knowledge. Let your players read the World Guide. The more they read, the more they'll understand the world you are bringing to life, and the more fun both you and they will have.

4.) Hey Gandalf, staffs are for sissies. Iron Kingdom wizards carry swords, axes, or grenades. Don't limit yourself to the usual stereotypes when choosing a miniature for your character. Think big and brassy.

5.) Unleash the beasts. With the release of *Hordes* miniatures, you can bring the wild side of western Immoren to your tabletop. Isn't it time the party met their first dire troll? Who doesn't want a pet argus?

6.) Lock and load. Want a more gun-filled game? Remove the exotic weapon feat requirement and make them martial weapons. Reduce the cost of ammunition and you'll soon have a whole party of gunslingers.

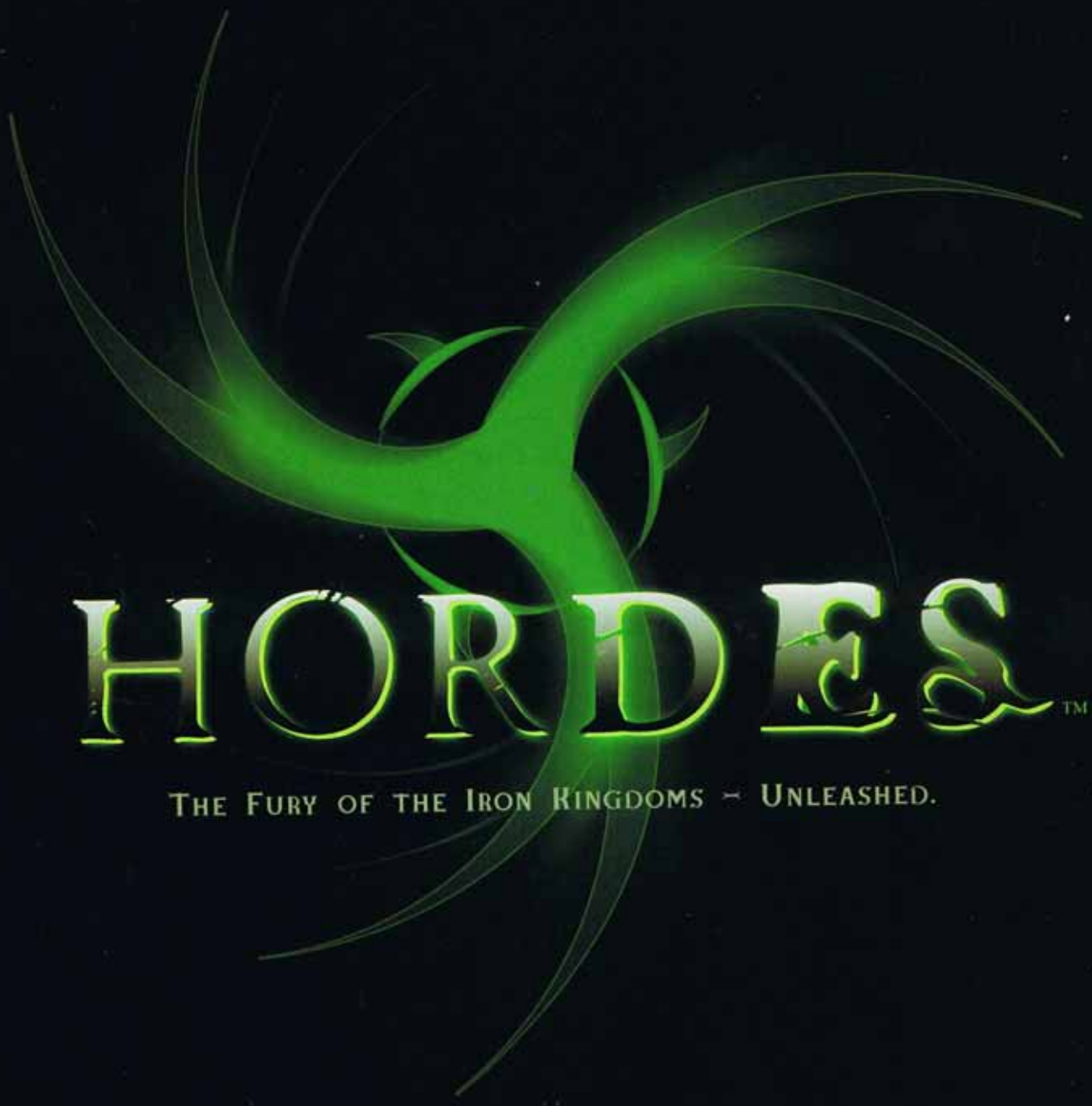
7.) Let 'em die. A wise Kossite once said: "Sometimes you eat the gorax. Most times, he eats you." Characters take risks and sometimes pay with their lives. Don't coddle them. Having heroic (or foolish) character deaths under their belt ought to be a matter of pride for Full-Metal Fantasy players.

8.) To hell with cannon. Treat the "Rumor Has It" callouts of the Character and World Guides as elbowroom for developing your own adventures. Don't be afraid of creating something that will contradict future published material. Your campaign today is more important than something we might explore in the months to come.

9.) Gobber wizards. Why is it in every campaign, a player wants to play a spell-lobbing gobber, a Menite ogrun, or some other outlandish and unlikely character? Let them. Don't be concerned if you're a stickler for running a 'standard campaign.' Just remember tip number seven.

10.) Play like you've got a Pair. That's the WARMACHINE motto, but it equally applies here. A good campaign isn't about rules, it's about attitude. As long as you keep the themes of soot, steam, and strife as embodied in the introduction of the Character Guide, you're on the right track.

Alexia faces the forces of the Protectorate among the ruins of an ancient cemetery.



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